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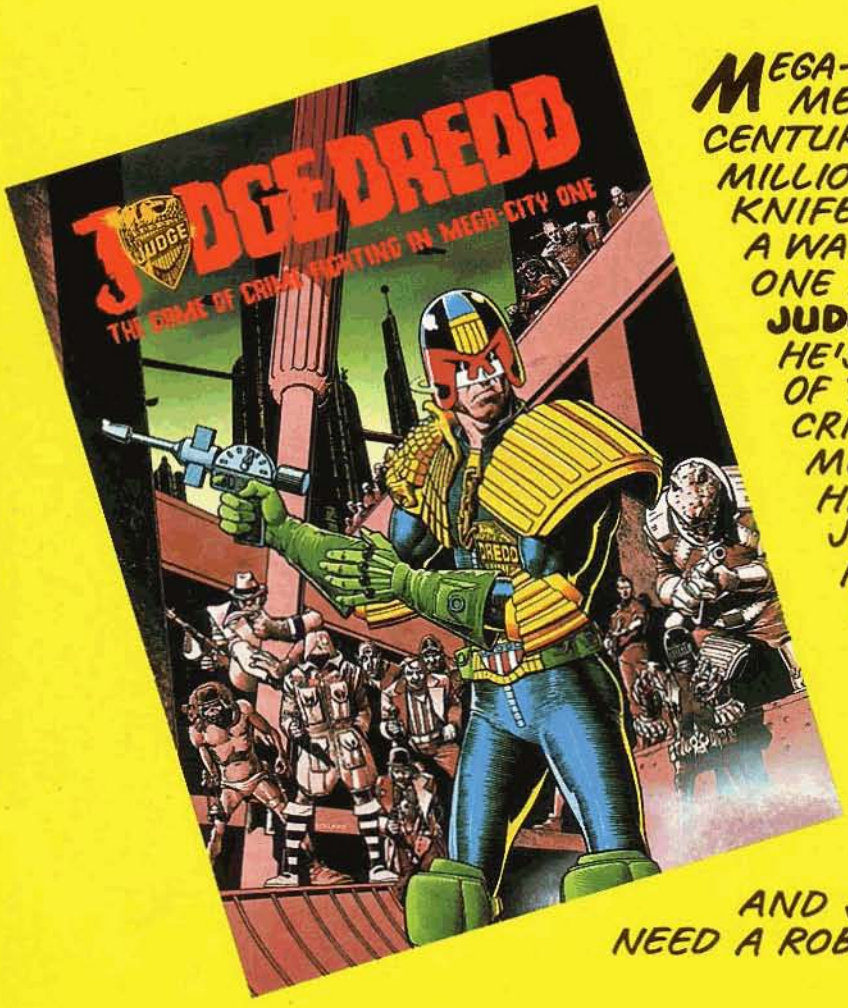

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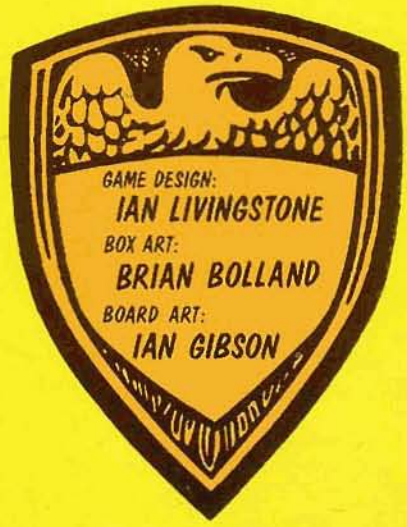

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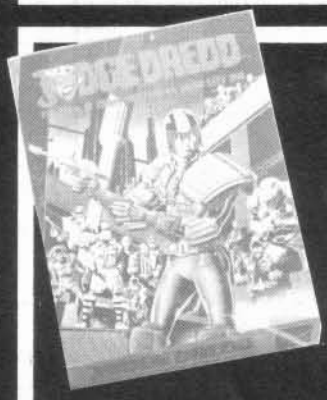

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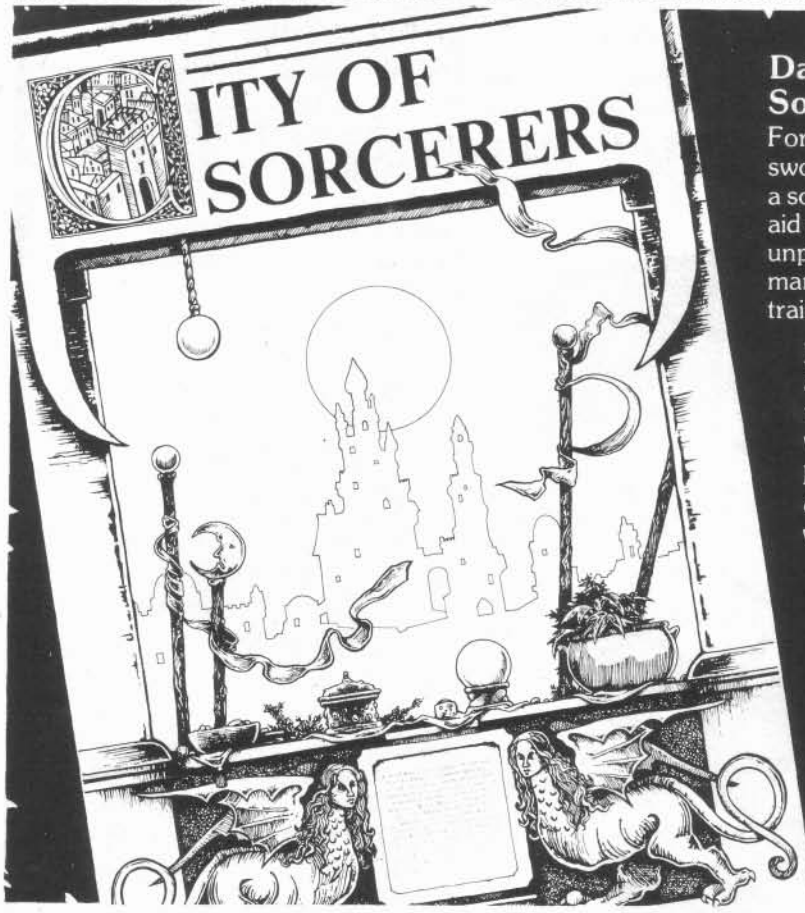

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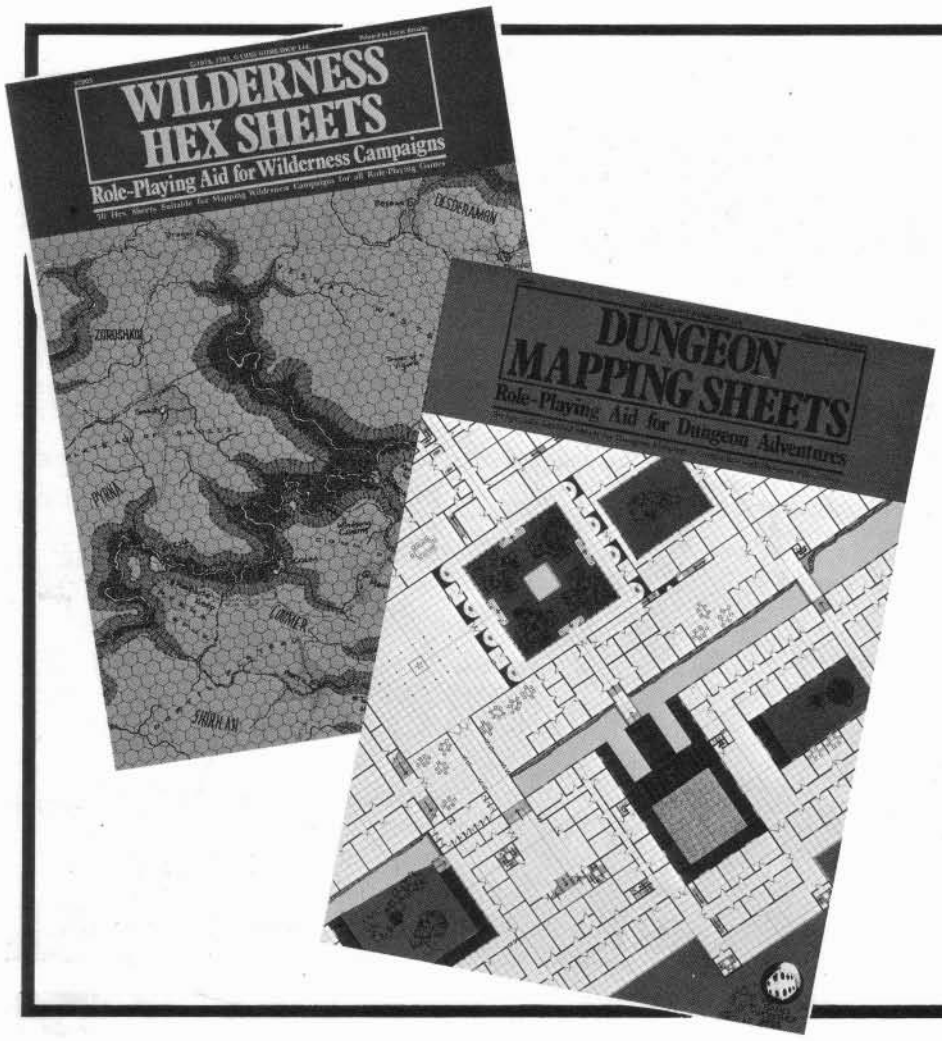

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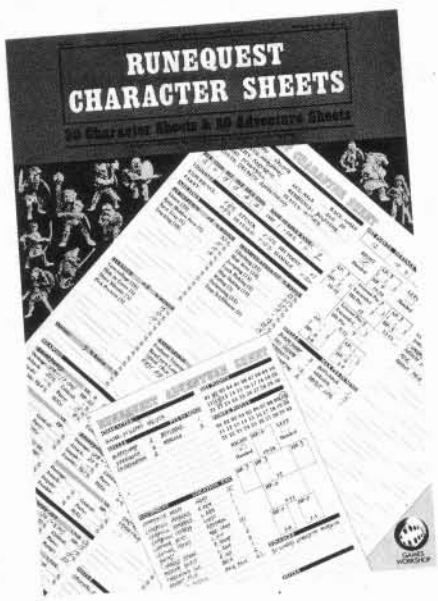

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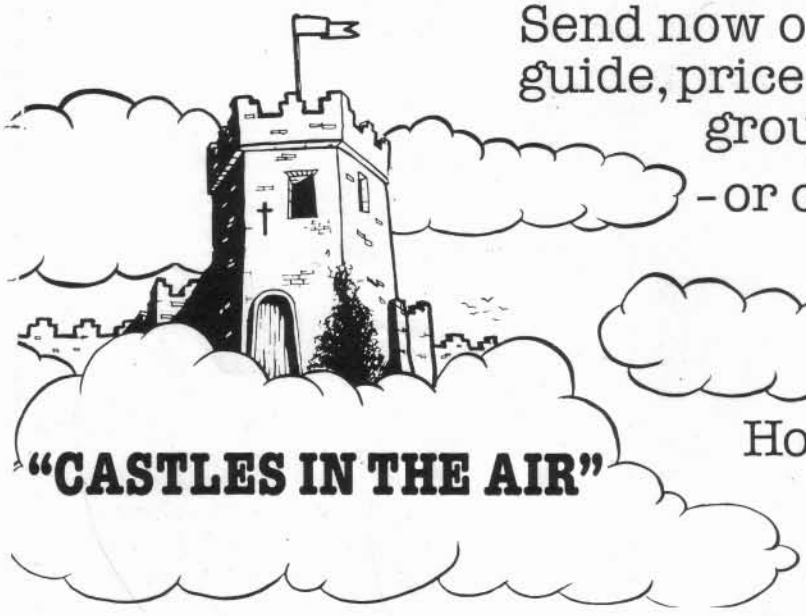

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January 1983

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EDITOR: Ian Livingstone
STAFF EDITORS: Albie Fiore, Jamie Thomson
CONTRIBUTING EDITORS: Lewis Pulsipher, Andy Slack, Oliver Dickinson, Roger E Moore, Bob McWilliams
PRODUCTION EDITOR: Albie Fiore
PRODUCTION ASSISTANT: Mary Common
PRODUCTION ARTIST: Liz Lindars
COVER: Emmanuel
ILLUSTRATION: Russ Nicholson, Alan Hunter John Blanche, Emmanuel, Kevin Bulmer
PHOTOGRAPHY: Richard Harcourt, Liz Lindars
TYPESETTING: Sushma Solanki
ADVERTISING MANAGER: Clive Bailey
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Ian Livingstone

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Contributions: The editor will be pleased to consider any previously unpublished articles or artwork for inclusion in *White Dwarf*. Contributions should be typed, double-spaced on one side of the paper only.

Separated from his group of trusted friends, our hero, Patrick McGinny, a fighter of some renown, wanders the lonely moors in search of a landmark he might recognise. He finds none, and he begins to worry that his fighting days may come to a solitary end out here with no-one even to witness his death. He slips deeper into the unknown landscape.

Suddenly he stops, swiftly unsheathing his sword. A movement ahead alerts him, or is it the wan light playing tricks with his eyes? A flicker of white against the grassy slope ahead. Now he is truly on his guard, and he approaches cautiously. Without warning a figure appears. Sitting side-saddle on a snowy-white stallion is a beautiful noblewoman, elfin of feature and full of an alien light and grace. Filled with a sense of wonder and awe, Patrick finds himself unafraid, sheaths his sword and walks slowly towards her.

FAERIES

AD&D and the Land of Faerie

by Alan E Paull

The beginning of this adventure of Patrick McGinny portrays something of the essence of Faerie, that strange, supernatural land of British and Celtic folklore, found only rarely and then by unusual people of heroic stature or itinerant life-style. It would soon be obvious to mortal visitors that Faerie is so much shot through with magic that enchantment is an essential part of its nature, and that physical laws do not necessarily hold sway, and even Faerie's own magical laws do not consistently apply.

The inhabitants of Faerie (collectively known as faeries despite their wide variety) are strange, inherently magical beings, sometimes benign, often wicked, the vast majority of whom are chaotic and individualistic in their actions. Faeries are usually mischievious, even if they are not actually evil, and if assistance is given to others, it will generally be in the form of riddles or sometimes active help with demanding or double-edged conditions attached. Valuable items, especially those of a magical nature, change hands rapidly between these creatures, but the victims of these light-fingered acts usually take it in good part, as there are very few indigenous lawful faeries.

Being skilful illusionists, faeries are well-equipped to baffle and bemuse their opponents, and their natural powers of sorcery allow them to reward and punish whom they please. No doubt it is these great powers which lead to their quaint and occasionally perverse or inexplicable acts. Faeries are also associated with demons and other spirit-creatures. Some authorities claim that when Satan fell from grace and was banished from Heaven, taking his acolytes with him, those spirits who were caught betwixt Heaven and Hell when the gates of Heaven were shut found themselves exiled from both, and that they were subsequently known as faeries. Hence there is a natural link between faeries and evil, and between faeries and the undead.

Some spirits befriended humans, though such hobgoblins (for faerie hobgoblins are little related to *AD&D* hobgoblins), bugs and goodfellows would object to payments or to inquisitive eyes. Left to themselves they would keep the house clean, bale straw, fill the barns, or complete any other mundane, boring task at speeds impossible for the ordinary mortal to achieve. They could also be a nuisance, especially if offended, however inadvertently. *AD&D* does already include some elements of Faerie, for instance there exists a handful of monsters in the *Monster Manual* and the *Fiend Folio* which are derived from British folklore (eg Brownie, Will o' the Wisp, Booka, Killmoulis and so on), but, although player characters inhabit a fantasy world, to introduce Faerie is to add another facet to their experience, as the flavour of Faerie is dissimilar from the medieval-style *AD&D* world. After all, the DM's creation is the 'real' world to the player characters, and Faerie gives the opportunity to take them out of it without recourse to powerful magic items or dangerous planar travel.

Faerie places have a peculiar nature. In folk-tales the land of Faerie is only rarely perceived as a full-scale alternative universe. Instead, it consists of a multitude of separate and distinct places, often quite small in extent, each one of which has its own unique and sometimes ephemeral link with the real world. For the DM this means that adventures in or involving Faerie can be localised, background information can be restricted, sketchy or virtually non-existent, and the whole design can be kept entirely apart from a campaign in the games master's 'real' world.

How can player characters reach Faerie?

Led by the fay, Patrick journeys on, trusting that his strange companion will rescue him from his predicament. As the light begins to fail, the man imagines that he can hear music, sweet and lilting in the distance. Soon he can make out the hazy spectral shapes of dancers and musicians cavorting round a nearby hillock. Pale and thin they seem to his inexperienced eyes, and yet their faces are painted with gleeful expressions and their movements are wild and unrestrained. Some play pipes or blow on whistles as they whirl around, but for all their energy they seem untiring and never skip a note.

Caught in their net of joyfulness Patrick finds himself drawn into the circle of gyrating figures, his clumsy steps calling forth cries of mirth from the faeries. The crazy dance continues unabated and Patrick soon loses sight and sound of anything but music, laughter and elfin creatures, until he sinks exhausted to the ground and sleeps.

The sunlight awakes him. His faerie friends have disappeared, all but the lady in white, who sits watching him. Moorlands no longer surround him. The sun's rays flicker through the branches of trees heavy with white and pink blossom and soft grass grows under him.

Mortals are drawn into the land of Faerie most frequently through the agency of its faerie inhabitants, whose powers enable them to make themselves attractive to their human victims. An heroic mortal could be lured there for a particular purpose, be it good or evil, or a visiting faerie might just drop in (faeries being notorious eavesdroppers) to suggest that the land of faerie might hold a solution to a character's problem.

The land of faerie might be entered after a long journey, possibly across the sea or even under it, into a mountain range or through a forbidding or forbidden wood. Supernatural transporters abound in British folklore, since any mysterious disappearances could be conveniently attributed to faeries. Doors in hillsides or tree trunks, as well as the more obvious caves and potholes might feature. Such transporters are generally found by sheer chance and can be located a second time only if the discoverer has kept his knowledge to himself because the dissemination of concrete information about Faerie will break faerie enchantments. The faerie ring gives the DM added scope, in sizeable parties of adventurers. Even cautious parties can be caught, as their scouts will join the circle

if they fail a saving throw versus magic (at minus 4 due to the strength of faerie magic). Faerie revelries in enchanted buildings can attract lost adventurers, or those exploring virgin wilderness, whereas sudden snowstorms, mistfalls and other rare but natural phenomena might descend upon those in more familiar terrain, and who knows what they might conceal?

DMs can introduce the Unseelie Court, a veritable flying circus of the more unsavoury denizens of Faerie with a penchant for plucking their victims from terra-firma and carrying them off, only to deposit them at remote and dangerous spots many leagues away. The counterpart of this evil court is the Seelie Court, which is a group of trouping faeries of noble status and normally good alignment akin to Tolkein's Eldar.

Adventures in Faerie.

'You must help us, mortal hero,' she begins. 'Our fair land is afflicted by a terrible giant, who slays our people with impunity, for he wears a magical horn, which protects him from all our efforts until such time as it is winded by a mortal. Only then will his evil attacks be ended.

After ascertaining that he will be richly rewarded, Patrick agrees to attempt the task, as of course all heroes would. He finds Mugg the Giant asleep in his cave, creeps inside and blows on the horn. The deep echoing note from the horn quite naturally awakes the giant, and our hero has a fight on his hands. Fortunately, for him a band of faeries rushes to his aid and Mugg dies an ignominious death.

Faerie adventures may be divided roughly into two types. Firstly, characters may explore Faerie in much the same fashion as they do in the 'real' world. The disadvantage is that it entails a lot of work for the games master, work which he may prefer to put into his 'real' world. Besides which, much of the enjoyment of Faerie adventures comes from the interaction of solitary faeries with solitary or, at most, only a handful of characters.

Traditionally soulless and extremely long-lived, if not immortal, faeries often have need of humankind and/or mortals for specific tasks which would be prohibited to soulless creatures. Powerful magic items or weapons might be usable only by mortals, as in the example above, or certain areas might magically prevent the entry of faeries. Above all faeries need the qualities which set mortals apart from them, character traits and abilities which are almost entirely absent from faerie personalities. Steadfastness and perseverence are sought after mortal qualities, as faeries are flighty and easily led astray. The loyalty of mortals is an asset, faeries being fickle creatures, but mortals should beware that their loyalty is not exploited for ill ends. Machinery of any kind is a closed book to faeries, who prefer to rely on their magical abilities, so mortals with mechanical skills (perhaps in weapons of war) would be attractive to faeries of evil inclination.

The Return.

Brave Patrick is feasted and feted royally by the faeries for his good deed. After several days of rejoicing, he begins to hanker for the real world, and asks how he can return. You must cross the Stream of Parting, he is told, and many an adventure might lead to the stepping stones across the water. As a final gift the faeries bestow upon him a small gilded box, which, they say, will ensure that he has a long and happy life, though on no account should he look inside the box.

In time and after braving many dangers Patrick crosses the Stream of Parting and finds himself back on the moors with his mortal companions. Patrick is astounded to discover that no more than a few hours have passed since his wanderings began, although he spent several days in the land of Faerie.

In accordance with the faerie prophecy Patrick lives a happy life, but as he grows older his curiosity grows with him, gathering like a cloud in his mind. Finally, he cannot resist and he opens the box. . . .'

Return from the land of Faerie is almost invariably associated with taboos, the breeching of which will cause woe to the hero. Faerie treasures are notoriously two-edged and often subtley counterfeit. Faerie gold traditionally transmutes to oak leaves, if stolen from Faerieland, whereas the ostensible owners of faerie magic items may take their revenge on mortals audacious enough to steal them or to misuse those freely given.

In many a tale innocent humans might by chance acquire faerie potions or ointments allowing them to discern the true form of faeries, who would prefer to remain invisible. Despite their innocence such offenders were blinded, so that faerie secrecy could be preserved. In similar fashion those mortals who seek out faeries to gain power for their own ends, are direly punished for their temerity, while those selfless heroes with pure motives may be rewarded with unexpected riches and favours.

The Tinkerbell Phenomenon.

Faerie power is usually inherent, needing no casting of spells nor special tools. When faeries fly, they do so magically and not with the lacy wings with which most artists endow them. Occasionally faeries had recourse to caps or 'witches' broomsticks', but these items were merely convenient aids, which could also be used by humans, and were not essential for the task.

The scientific era required faeries to have a physical means for achieving their flight, while in addition it deprived them of their essentially twisted, corrupt nature, so that by the 20th century faeries had evolved into the ephemeral, butterfly-winged, basically harmless image of the popular Peter Pan style conception. Player-characters please remember that true faeries were objects of terror and could endanger one's very soul. ■

Next issue: Stats for Faerie Denizens.

An Introduction to Traveller

PART 2: REFEREEING

BY ANDY SLACK

A new referee will need the *Basic Set: Books 1, 2* and *3.* Don't buy dozens of books, supplements and magazines without finding out whether you really like refereeing. If you are already a player, ask your referee what he would recommend, and watch what he is using.

In addition to the *Basic Set,* buy a commercially-produced adventure so that you can get some idea of how to set up scenarios. One of the following scenarios would make a good first buy: *The Kinunir, Research Station Gamma, Twilight's Peak* or Bob McWilliams' *Sable Rose Affair (WD17* and *Best of WD Scenarios)* which has the advantage of being cheaper, but, like *Twilight's Peak,* assumes that you have *Book 4, Mercenary. The Kinunir* has the advantage of presenting four scenario possibilities. Each of the *GDW* booklets mentioned also detail a subsector-sized area of space, which can be used for later scenarios.

Organisation

The keyword for a *Traveller* referee is preparation. There is no real fallback: if the referee isn't feeling inspired, the game isn't going to work and that's that. You must have some sort of plot ready by the time the band has finished equipping itself.

Preparation means knowing the rules, at least the ones which are likely to crop up in the adventure, and knowing the scenario itself. Thoroughly. You'll find that in the recommended scenarios there's very little working out in terms of dicing up characters, animal encounters etc. This will happen in your homegrown scenarios later, but to start with at least you can concentrate on actually running the game.

As you play, you'll rapidly come to know which tables and charts are consulted frequently; copy them somehow, this will save time and also wear and tear on the books. Have ready a price-list for weapons, various items of personal equipment, armour and devices. You can get by with just the price, but ideally also have the weight, the tech level it's first available at, and the highest law level you can carry the item at. These become less important as you and your players get to know the game mechanics.

Make copies of player-characters. It is usually enough just to have their UPP and skills noted, with possibly service and age. If any player forgets his character record, you can then give him a brief precis, enough to play with – likewise if it gets lost. Sooner or later he'll die, and then you can recycle that character as a non-player with a ready-built personality. This tactic is especially useful if you have two or more bands that you referee. It also saves you having to ask characters what their skills or UPP are when saving rolls are required or in similar circumstances – for example, if you have some event which will only be noticed by an Electronics-3 or higher, it's a bit of a giveaway to ask 'Has anyone got Electronic-3?'. This is especially useful if one player has a skill he doesn't want the others to know about, particularly psionic talents. Without doubt the best medium for these brief sketches is the 3" x 5" index card.

Maps

One frequently-advanced method is to collect real maps or maps from other games. If you're a stickler for atmosphere, you'll want to change the names. The overall planetary map isn't really necessary though several adventures require trekking across half a world searching for something. If you know full well that the band, however lost it gets, is not going to reach the other continents on the planet, why bother having a map of them? Conversely, the closer the area is to where the plot will reach its climax, the more detailed the map should be. Most action takes place in a fairly small area, so maps of things like buildings, towns, small tracts of wilderness, ships, and so on, are a necessity, but only do 'close-ups' when it matters. Think of your adventure as being like a novel; don't make the band play through every hour of tramping through the woods; a good storyteller, which is what you are trying to be, will say something like 'The adventurers toiled for hours through the dark, damp woods in the rain.' Be atmospheric by all means, but concentrate on the important scenes of your play, be proportional to its importance.

In the case of towns and buildings, I tend to describe places that I know well but the players don't, and use those more or less regardless. This saves a lot of time and effort in drawing a map and carrying it around. If the characters have a map it just means they will go straight there (wherever 'there' is) and you can omit the street directions. This doesn't work so well in wilderness, but most adventures take place because of and around specific people, which usually means in or near a town of some sort or a similar group of dwellings. Try to avoid using places your players know for this trick; first it ruins the atmosphere, and second, they may know it better than you, and then where are you?

You *will* need a detailed scale plan of wherever the punch-up is going to be, especially if you are using miniature figures. If you are running one or two people you can live without this, but with more than two it becomes essential as everyone loses track of where everyone else is and what they can see. How you handle hidden movement is up to you; it depends on how much you trust you players. They are few who will say, 'OK, I don't think I'd know that scorposaur was around the corner, so it should surprise me.' On the other hand, the players are just your friends, whereas the characters are rough, tough space rangers with 20 years experience of doing things like this.

It is useful, if you have a few other games, to carry their maps around with you. Things like *Sniper!, StarSoldier, Starship Troopers, GEV* will provide a terrain map for random punch-ups or other events that you've not got a plan ready for. People will argue that it's unrealistic to keep using the same three or four maps all the time; tell them it compensates for the fact that their characters have intimate knowledge of the local area – and they will

have; characters like that are going to spend hours poring over local maps and days walking the streets before and during a scenario.

Methods

There are a couple of ways of starting: some people like to just read the description of the initial set-up to the players straight out of the book/zine/whatever, or, to be more atmospheric, start them a few days before they run into the patron so that they get the feel of the world or city, and start worrying about running out of money. This also allows time for equipment purchase.

Since you'll probably start by using a commercial scenario, you can follow that for the most part. You will make mistakes – everyone does. Don't worry about it. As you get into the swing of things they will become fewer. They will never disappear entirely; they usually involve an argument over the rules or scenario, and one of the main arts of the referee is to be able to adjudicate these. In their basic form, they consist of a player disagreeing with you about whether something is reasonable or not. You must be firm, but fair; consider his point of view, and if it sounds reasonable, agree. But you are the ref and your word is law. Many times you will just just not be able to make up a convincing answer to a question on the spot; ask the dice. Phrase your problem as one or more yes/no questions and roll, high means yes.

Don't rely on technicalities of science for a plot, an adventure, or an excuse. You are far too likely to be wrong. People often forget that our science doesn't know everything, and that its history involves many reversals of theory. As with all things, it is a matter of balance. There are two rules: 'don't put it in the scenario if you haven't got a plausible excuse for its existence', and 'think of the effect first – then explain it.'

A common mistake among players and referees is to rely on gadgetry that often serves no useful purpose, in that when the grunge rifle is neatly worked out and typed up it is either capable of devastating continents or not much better than an ordinary rifle. In the first case, if the players, poor and unorganised as they are, have these things, the Imperium and police will have them as well because they've got unlimited money and research time. In the second case, what's the point of building it in the first place? You must always leave the players a way out, if they are but smart enough to think of it; so super-weapons are out. Super-gadgetry takes the emphasis away from players too; always the question is, if the machines are so good why are people still doing the job? This illustrates the Golden Rule of *Traveller;* it's the people that matter. You need believable characterisation of non-players' personalities, and that is the single most valuable item in a ref's armoury. Don't concentrate on *how* he's shooting up the party; concentrate on *why* he's firing. It's characterisation and background that will make or break a game and their interaction which will generate your plots and scenarios.

For many players, combat *is* the game. The trick is not to make it gratuitous violence, because people die awfully fast in *Traveller* and the first decent shot will waste them. The fighting must mean something; you don't usually get attacked as you put a quarter-credit into a dopestick machine at the Travellers' Aid Society. People attack you for a reason – usually because you have something they want or vice-versa. The combat in a *Traveller* adventure should be of two kinds; random and planned. The random kind is from attacks by bandits, carnivores etc as the band travels towards its goal. These assailants have an 'incidental' purpose – they are hungry or after loot, and the players are the first thing to come their way since last Tuesday. Well and good, they keep the action moving along and stimulate interest. Try not to kill them here.

The planned kind are attacks by people or creatures with 'primary' purposes; they defend what the players are looking for, etc. This should be the climax of the whole adventure, the toughest fight for the biggest prize. This is how the heroes die; their minions can get snuffed by pirates on the way, but a player-character should always be able to ask with his dying breath, 'Did we make it?', and on being told that the rest of the group have succeeded, or at least escaped alive, gasp 'Then it was worth it!' A player must feel his character died for a worthwhile reason.

Let the players and the referee have the benefit of the characters' knowledge. If a player knows Electronics and his character doesn't then the character cannot be allowed to use the players' knowledge. If the character knows Electronics and the player doesn't, don't say 'It's a mosfet,' and grin evilly. Say, 'It's a mosfet, which you know is a fairly common component that does so-and-so. . . .' Don't penalise a player for not knowing what his character does. Likewise, you will often need to say, 'Well, I don't know how you'd use this mosfet to repair the radio, but you have Electronics-3. Whatever the best way to do it is, you'll know, if I don't, and that's what you'll do. Roll your dice.'

The game should run smoothly and enjoyably. This is more important than sticking to the rules. You are under no obligation to do things the way *GDW* or anyone else says you should, nor are you under an obligation to ignore anything that doesn't have someone's seal of approval on it as being official, nor are you obliged to accept everything that says *Traveller* on it somewhere. It is your game, and in the long run you have a veto on whatever anyone else says about how you run it, whether he be manufacturer, player, or what. But again it's a question of balance; you have to let your players help you in moulding your universe, and in any case it saves you work – just remember you have the last word.

As to how many players, the game is best with 2-4 like any role-player. The most I've ever handled with any success is 6; with more than 3, it's a fair bet someone is getting bored.

Expansions

If you are certain you do want to referee the game on a long-term basis, you will be thinking of getting some of the various expansions and supplements. Decide whether you are going to create your own campaign or use pre-generated backgrounds supplied by manufacturers or magazines. If you want to stay with *GDW's* universe, for instance, you will be well-advised to make *Supplement 3, The Spinward Marches,* your next item. Whether you design your own campaign or not depends on how much time, money, and imagination you have. If money is not a problem, but you don't have a great deal of spare time, the best bet is to follow most other referees and stay with the *Spinward Marches.* There is still a lot you can do fleshing it out and creating scenarios, depending on how creative you are, or simply in running other people's adventures well.

In terms of rules, it depends what you want. Almost certainly you will want *Mercenary, Book 4;* it is to *Traveller* as *Greyhawk* was to original *D&D.* The expanded generation system turns out much more skilled and military-oriented characters, which the players like; there are stacks of new weapons and armour, a few scenario ideas, an abstract system for large combats, and the mighty Instruction skill which allows people to learn new skills – or rather, teach them.

Snapshot is also useful, though by no means necessary, presenting a more detailed close combat system, a couple of deck plans, and some scenarios. *Mayday* is less worthwhile, having a variant of the *Book 2* ship combat rules which is easy and fast in play. There are also the missile construction rules.

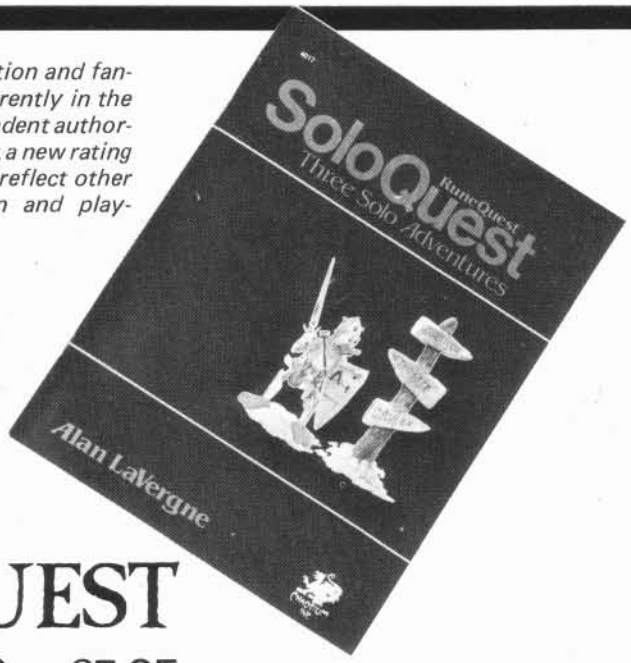
With *Book 5, High Guard,* you will be mainly interested in the first dozen pages or so – the expanded naval character generation system. You can have some fun finding out that the *Book 2* small craft are impossible to build using the *Book 5* small craft system, designing some new ones to player shipowners' orders, and ego-trip building million-ton deathstars you'll never be able to use in a scenario, but basically you want the character system.

Since the *Journal of the Travellers' Aid Society* is usually out of print within weeks, you may want to subscribe. Its main advantage is the continuous stream of scenario ideas – they need a lot of work to be playable sometimes, but the idea's the thing. *The Best of the Journal,* issues 1-4, is worth getting if you like robots and asteroid miners since it covers these, as well as the famous Gazelle class, which is a very nice ship.

As to supplements, I find *Animal Encounters* helpful because I'm too lazy to roll them up myself, and *Citizens of the Imperium* for its new character types. ■

Next issue: Part III – Scenarios.

In Open Box, *the science fiction and fantasy games and rulebooks currently in the shops are reviewed by independent authorities. In next issue's* Open Box *a new rating system will be introduced to reflect other factors such as presentation and playability.*



SOLOQUEST

CHAOSIUM INC £5.95

SoloQuest is the first of *Chaosium Inc's* solitaire *RuneQuest* adventure packs. The *Quest* comes wrapped in a sleek black cover with one of those pesky pantomine ducks by way of illustration on the front. Inside are three adventures *DreamQuest, Phoney Stones* and *Maguffin Hunt.* All you need to get into the adventures are the *RuneQuest* rules book, pencil, paper and of course a player-character who has to display 50%-60% fighting skills. Battle magic spells like *blade sharp, healing* and the lik are also a necessity.

DreamQuest takes the player character, on behalf of his god, to the ethereal plane there to meet interesting people and monsters in single combat. Four successful encounters lead the player-character to a final unusual encounter which when overcome marks the conclusion of this minor HeroQuest. Even if your character is unsuccessful the spirit body is unharmed and re-unites with the physical body for the permanent loss of four power points. A grateful god will provide all who take part with a better than usual chance of increasing weapon skills when trying to learn from experience and there are power benefits too. In additon, the player who survives past the last encounter gets the bonus of a one use speciality rune-spell. *DreamQuest* is essentially 'hack and slay' adventure, but it is also essential tuition in the art of resolving solo melee which you will need when attempting the other two adventures. Author Alan LaVergne offers a neat process for resolving solo melee which turns out to be an easy to understand version of the more ponderous procedure detailed in the *RuneQuest* rules book.

Phoney Stones, involves the player-character in an investigation to discover the perpetrators of a fraud on the Issaries Cult. Someone has been selling cheap statues claiming that ownership bestows Issaries membership on the buyer, which is not the case. A sizeable reward is offered by the cult to anyone who can locate the criminals and bring them to justice. Player-characters find themselves in the village of Slime Haven about to search ten suspect houses. Entering a house involves an encounter with its occupant(s), their story, a glance at their belongings and depending on the player-character's attitude, a brawl. If you and your character can discern who the fraud ster(s) are you will have to disarm them and bring them back to the Issaries Temple. Failing that you can make an accusation in the hopes of obtaining a percentage of the total reward. *Phoney Stones* is an amusing adventure to play in, but if you find the culprit(s) first time, as I did, you won't be able to use it again yourself.

Maguffin Hunt gives your player character the prospect of another reward this time for the return of the fabulous Maguffin, whatever that may be, which has been stolen by two dwarves. If your player character accepts the challenge you must enter a cavern complex to search for the dwarves and face encounters with cavern denizens along the way. *Maguffin Hunt* introduces the novel idea of 'Noise' ie if you encounter a denizen and fight or fall into a cavern stream your activity will result in noise which will alert other cavern creatures and reduce your chances of surprise. That's what I think noise means because I couldn't find Alan La Vergne's explanation within the adventure. There is also an error in this particular adventure — page 24, section 29, 'Charge the Wall' should be (101) not (72) as shown.

Overall I found this adventure pack easy and enjoyable to play. (I should like to tell you about the incredible and farcial exploits of my character — Bludrun Tyme the Barbarian, but space does not permit — suffice to say that Bludrun who possessed 40-50% fighting skills is languishing on the ethereal plane permanently). *DreamQuest* was great for someone like me who had never really bothered to come to grips with the mechanics of *RuneQuest* melee and battle magic. I can now clearly see why afficionadoes claim *RuneQuest* melee to be simple, fun and 'realistic' — once you are conversant with the rules. The adventures are full of non-player characters ready for use in your own adventures and the 'unusual' encounter at the end of *DreamQuest* is an especially good idea. You can also run all three adventures as referee and player mini-scenarios (*Phoney Stones* is even better played that way). Finally my rating combines playability and value for money. Incidentally, *Games Workshop* now print SoloQuest under licence in the UK, and the above price reflects this.

Overall: 9 **Clive Bailey**

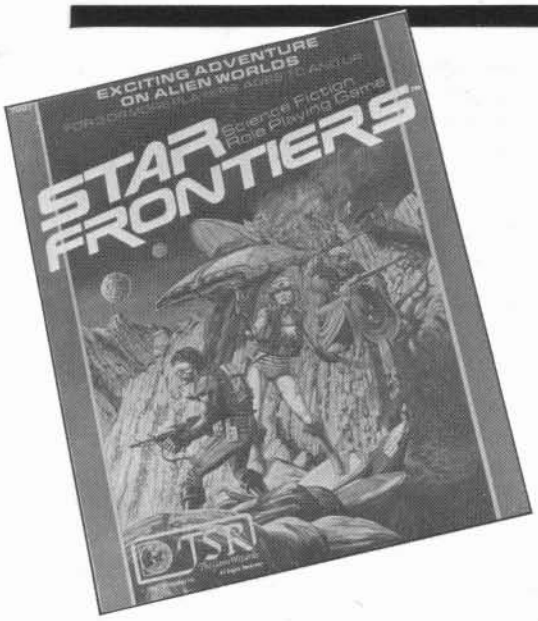
STAR FRONTIERS
TSR £8.50

Star Frontiers is a science fiction role-playing game. For your money, you get a box containing one basic and one expanded rulebook, an introductory module, several maps depicting various terrain types, a city centre, and part of a starship, a countersheet and some flyers urging you to join the RPGA. Not to mention two 10-sided dice.

Character generation is fast and easy. Eight characteristics are arranged in four pairs; initially each member of a pair has the same value, in the range 30-70, but points can be transferred between members of pairs. Points are also added to or subtracted from various characteristics depending on one's race; a character may be human, Yazirian (a flying squirrel/wookie hybrid), Vrusk (intelligent insect), or Dralasite (shapechanging amoeboid), and the non-human races also get certain powers, such as the ability to go berserk or deduce the nature of social interactions. This done, a Primary Skill Area is decided on; each character begins the game with two skills, and may learn others later, but skills outside your speciality cost more to acquire. The PSAs are Military (fighters), Technological (magic-users), and Biosocial (cleric/poachers). Once you know the system a character takes about as long to create as it has taken to read this paragraph, and can be described on a sheet in about as much space.

A character's Stamina rating gives his hit points; its Dexterity halved is its base chance in % of scoring a hit. There is nothing remarkable about the combat system, a simple initiative/move/attack system in the heroic style with people missing each other like crack Imperial Stormtroopers and requiring several decent hits to seriously injure each other. The average character has about 45 hits and dishes it out at about a 30% hit probability and in packets of several d10.

Experience is amassed at a rate of 2-6 points per evening's play (a pleasant change from the usual experience inflation of acquiring it several hundred points a trip and needing a few thousand to go up), and seems to depend on the player's use of his character more than the character's ability;



those who sit at the back reading comics get about 2 points per night, those who do their job get 4 or so, and for the full 6 you need to use the character fairly dynamically. Experience points can be traded in on a one-for-one basis to improve characteristics (by the way, a characteristic value is generally your percentage chance of doing something appropriate), used to increase your chance of successfully using a racial ability, or saved up for a new skill level. The average skill requires you to spend 4n experience to move to level n from level n-1, the cost being doubled if you are learning a skill outside your speciality; each level adds 10% to your chance of success, which typically starts at 30-90% depending on the skill. Skills are very broad, vague and heroic.

Equipment is varied and described in simple terms; the usual paraphernalia of an SF game — lasers, archaic melee weapons (which can be embarrassingly effective in combat), vehicles ranging from aircars to motorcycles, various miracle drugs, and so on. A standard equipment pack can be purchased which will supply most of an adventurer's wants.

The beast generation system is very sparse, but supplemented with copious examples intended for use in the module supplied.

A major drawback is space travel. This is virtually ignored. No-one can learn how to do anything useful aboard ship, which is perhaps as well since there are no guidelines for designing or using ships. There is much to be said for the point of view that ships are merely a delivery service to get you from one adventure setting to the next, but I disapprove of the lack of them. No doubt a future supplement will handle them if enough people share my view.

Wages and support costs are handled quite well; half of whatever a character earns, it immediately eats/orgies away/spends on flashy threads, the rest it may use to buy weapons, tickets etc. A character can expect to earn about Cr50-200 per day on a mission, depending on skill and dangers faced, with a decent weapon system costing several hundred credits.

This system has been very well laid out and presented, plays quickly and easily, and can be picked up in an hour or so. The introductory scenarios, of which there are several short programmed ones in the rulebook and a complex one in the module, can be played straight away with no preparation and will hold a group for several evenings of play, long enough for the referee to dream up his own along the guidelines suggested. A long-term enemy is provided in the shape of a hideous race bent on galactic domination (not to say destruction), which is no bad thing as it provides something to fall back on when imagination fails.

Unfortunately, I can't say the system struck me as especially realistic; but if you like action adventure, thinking with your fists, and *Star Wars* (and who doesn't from time to time) you can have a lot of fun with this game.

Overall: 7 **Andy Slack**

CRASIMOFF'S WORLD

KJC Games **Set-up £5.00 (including 1st 4 rounds — further rounds at £1.25)**

Crasimoff's World is a fantasy play-by-mail (PBM) game of exploration and adventure. *White Dwarf* may be reveiwing quite a few PBMs in the future (interested PBM companies should write to me at *WD*). As a player you assume the role of chieftain in a band of brave adventurers set on gaining knowledge and power.

To start playing in *Crasimoff's World,* you must create a party of nine adventurers (there are three character classes with which to make up the party: fighter, mage and priest) to assist your chieftain.

You then fill in a 'round sheet', instructing the games master (GM) as to the intentions of your party. The round sheet consists of several sections, each of which performs a function integral to the game. The movement section shows the GM which direction the player wants to travel in. A large hex, filled with smaller hexes, centres on your current location. The first turn sheet (and subsequent ones) have the hexes filled with map symbols (woods, hills, mountains, etc). When you move your party the 'map' moves with you, ie the next map you receive centres on your new location. How far you move depends on the terrain you move through. In addition, a box is provided to indicate the travelling formation of the party.

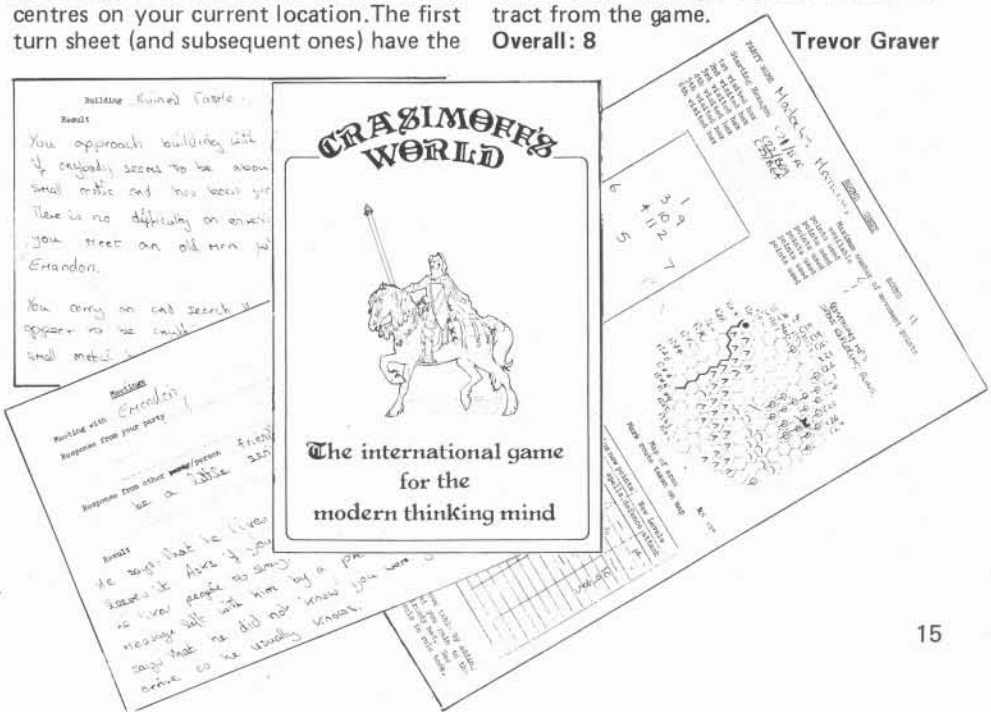
The next section is used to show character progression. Each turn, each adventurer receives 'points' to distribute amongst Attack/Defence levels (used to determine combat), and if spell users are present, the amount of spell points available for spell casting. On the reverse of the sheet, space is provided for descriptions of spell-use.

Last, but not least, a section entitled Player Choice is given. This is used to give special instructions or ask questions of the GM, with a space beneath where the GM can write any remarks needed.

Other sheets are filled in as needed. These are the response sheet, and the trading sheet. The former is used to indicate what actions your party will take when you encounter other parties, creatures, or NPCs. The trading sheet is used when your party makes trades/purchases from towns, merchants, etc. All of this information is sent to the GM, who then evaluates your round. It is then returned to you, along with any new information you have learned. Information is passed to you in the gamesmaster remarks section, or through the use of tokens. There are tokens detailing magic, spells, creatures, parties met, artifacts, treasure, money, and many other items which you discover as you play the game. *KJC Games* has been running *Crasimoff's World* for over a year now, and the effort the gamesmaster puts in to each turn never ceases to amaze me. Most players find themselves offered a different scenario each turn, or find that a new twist has happened to an existing adventure. It's easy to play, and reflects the amount of effort you are prepared to put into your moves.

Even though I rate *Crasimoff's World* highly, it is not without its faults. A slow (two week) turnaround, bad English and handwritten (though legible) results detract from the game.

Overall: 8 **Trevor Graver**



Bloodsuckers

Brief Notes on the Ecology of the Vampire in D&D

by Marcus L Rowland

'There are as many species of vampire as there are beasts of prey.'
Captain Kronos, Vampire Hunter: *Hammer 1970.*

Naturalists have often speculated about several anomalies in the popular view of vampires. Nearly all authorities agree that anyone suffering a lethal and untreated attack by a vampire will inevitably rise from the grave as another vampire, and most also agree that vampires are prepared to attack members of all sentient races. Despite these well-documented facts, most descriptions of these creatures describe them as essentially human in form and until recently there have been no reliable reports of other vampire types. The recent discovery of the penanggalan (see *Fiend Folio*), however, has caused a drastic upheaval and re-evaluation of research into this topic, and a systematic compilation of data has produced the following information – all vampires have certain characteristics in common:

1. They are Evil undead.
2. They must periodically return to their graves, or perform some other analogous ritual action to regenerate their powers.
3. With a few exceptions (eg penanggalan) all vampires are immune to attacks by normal weapons and *sleep, charm,* and *hold* spells.

However, a statistical analysis of several hundred incidents has revealed a remarkably wide range of powers and types amongst these strange creatures.

Age. There was considerable difficulty in making accurate correlations between age (since undeath) and powers, but the Guild of Sages gave great help in this area by linking reliable reports of vampires to corresponding rumours and legends. From this data the following table was produced, correlating vampiric age with the creatures strength, powers, etc. It should also be remembered that most humanoid vampires retain powers and skills accumulated in their former lives (eg combat skills, spells) in addition to their vampiric capabilities.

Special attacks. Most vampiric attacks fall into several well-defined groups, eg Touch, Gaze, Kiss, Bite. A few vampires show atypical methods (eg penanggalan) and these are indicated as 'other' on the table following.

Vampire special attacks

A 01-20% Touch causes two energy levels drain.
B 21-35% Touch causes level energy drain.
C 36-45% Touch causes bleeding, 1-6 points/wound until staunched.
D 46-48% Touch causes withering.
E 49-50% Touch cancels magical items.
F 51-70% Gaze charms victims.
G 71-75% Gaze causes hypnosis.
H 76-80% Gaze causes insanity.
J 81-90% Gaze causes blindness (1-4 hrs).
K 91-95% Kiss causes ageing, 10-40 yrs.
L 96-00% Other.

Special defences. Approximately 45% of vampiric defences takes the form of one or another type of regeneration, the remainder are various types of spell or weapon immunity. Vampires generally show only one regeneration method, but this may be in addition to the base individual's own immunity (eg a vampire of troll origin may also possess a second regenerative mode, a vampire may wear a *Ring of Regeneration*). Vampires have also been encountered with other defences.

Vampires special defences

A 01-10% Regeneration (normal) 1 HP/round.
B 11-25% Regeneration (normal) 2 HP/round.
C 26-35% Regeneration (normal) 3 HP/round.
D 36-40% Regeneration, as wearer of *Vampiric Ring of Regeneration.*
E 41-45% Regeneration, as troll.
F 46-55% +2 or better weapon to strike.
G 56-60% Magic weapons striking the vampire must save against cancellation.
H 61-65% Weapons striking the vampire must save against rusting.
J 66-75% Immunity to paralysis & poison.
K 76-85% Take ½ normal damage from cold & electrical based attacks.
L 86-95% Take ½ normal damage from heat & explosions.
M 96-00% Other.

Racial origin. Species are listed by an identifying letter and the percentage of vampires originating from that species. Some 5% were found to have highly unusual origins, and there is a separate breakdown for these creatures:

Species of origin

A	10%	Dwarf	F	31-40%	Halfling
B	11-13%	Elf (Grey)	G	41-50%	Half Orc
C	14-15%	Elf (High)	H	51-95%	Human
D	16-25%	Gnome	J	96-00%	Exotic
E	26-30%	Half Elf		(see exotic origins)	

Exotic origins

K	05%	Centaur	S	56-59%	Lizardman
L	06-15%	Elf (Drow)	T	60%	Merman
M	16-20%	Giant (type variable)	U	61-70%	Orc
			V	71-75%	Sahuagin
N	21-30%	Gnoll	W	76-90%	Troglodyte
P	31-40%	Goblin	X	91-98%	Troll
Q	41-50%	Hobgoblin	Y	99%	Yeti
R	51-55%	Kobold	Z	00%	Other

Special powers. Most vampires possess unusual abilities, most of which can be used at will. The following table shows some of the more obvious capabilities, but it seems likely that other, undocumented vampiric powers may exist.

Vampires special powers

A 01-20% Assume gaseous form.
B 21-50% Assume bat/rat/wolf form (or other analogous form) at will.
C 51-70% Summon bats/rats/wolves (or other associated species) at will.
D 71-80% Invisibility.
E 81-85% Ethereality.
F 86-90% Radiate silence and/or darkness, 15'.
G 91-95% Teleport.
H 96-00% Other.

Contagion modes. Most if not all vampires have some way of transforming their victims into new vampires. Three main methods are known:

1. The vampire makes a series of attacks on its victim over several days, gradually draining all strength and vitality. If the victim dies he/she emerges from the grave after 1-4 days.
2. As 1 plus contagion by more rapid killing. Any victim killed by a vampire's personal attacks will rise from the grave after 1-3 days (the most commonly described method of infection).
3. As 1 & 2 plus contagion by wounding. Any victim wounded by a vampire may become ill after 1-4 days followed by death in 1-3 days. The base chance of infection is 25% plus 5% per point of injury. Once the disease has taken effect it can only be cured by casting a *cure critical wounds* spell AND *neutralise poison* or by a *limited wish* or *wish.* The victim will not become ill if a *cure disease* spell is cast before the onset of infection.

Age & Powers since Transformation to Vampire

Percentage found	*Age Group Code*	*'Age'*	*Turned As*	*No of Atts*	*Damage Attack*	*Special Atts/ Defences/Powers*	*No of Contagion Modes*	*No of Vulner-abilities*	*No of Death Modes*	*Hit Dice*
01-05	A	1 M+	Mummy	1	1-6	1/2/2	1	6	5	4+1
06-15	B	1 Y+	Mummy	1	1-6	2/2/2	1	5	5	4+2
16-30	C	10 Y+	Spectre	1	2-7	2/3/2	1	5	5	5+1
31-45	D	25 Y+	Spectre	1	3-8	2/3/3	2	5	4	6+2
46-60	E	50 Y+	Vampire	1	4-9	2/3/3	2	4	4	7+2
61-80	F	100 Y+	Vampire	1	5-10	2/3/4	2	4	4	8+3
81-90	G	250 Y+	Ghost	3/2	6-11	3/4/5	2	3	4	9+3
91-00	H	500 Y+	Ghost	2	7-12	4/5/6	3	2	3	9+5

Notes: 1. M = Months, Y = Years; there is only a 5% chance that a lone vampire will be of age group A, only a 10% chance that it would be of group B. Groups of 3 or more vampires invariably contain one over 25 years 'old'. 2. See tables 4-6. 3. See table 7. 4. See table 8. 5. See table 9.

Type 1 contagion is found in vampires of age bands A-C, Type 2 in bands D-G, Type 3 in age band H. However, other contagion modes may exist and occasional younger vampires may use contagion modes 2 or 3.

Vulnerabilities. Most vampires show limited vulnerability to one or more types of attack or object while not being especially likely to be killed by them. In most case the vulnerability is probably psychosomatic.

Vampire Vulnerabilities

A 01-05% Holy Water, damage 2-7.
B 06-10% Holy Water, damage 1-6.
C 11-15% Holy Water, damage 1-4.
D 16-25% Cannot look at any Holy/Unholy symbol.
E 26-35% Cannot look at own Holy/Unholy symbol.
F 36-45% Cannot look at mirrors.
G 46-50% Weapons coated with wolfsbane inflict 1-4 points extra damage.[1]
H 51-60% Garlic repels vampire at 3' range.
J 61-65% Cannot cross running water.[2]
K 66-70% Takes 1-6 points in crossing water.[2]
L 71-75% Cannot enter buildings uninvited.
M 76-85% Cannot enter holy places.[3]
N 86-90% Takes 1-4 points damage from contact with silver.
P 91-00% Other.

Notes: 1. Affects only vampires capable of becoming wolves. 2. Does not affect vampires of aquatic origin (Mermen, Sahuagin). 3. Includes unholy places of vampires original religion, unless summoned by clerics.

Death modes. All vampires are vulnerable to at least one form of attack which will cause permanent death with no possibility of renewed activity. A few of these methods, however, are reversible if the cause of death is removed from the vampire (eg pulling a stake from the heart) before the corpse disintegrates. This following list is probably not complete.

Vampire Death Modes

A 01-05% Destroy coffin/grave/cremation site (etc) by fire.[1]
B 06-10% Destroy coffin/grave/cremation site (etc) with acid.[1]
C 11-15% Immerse coffin/grave/cremation site (etc) in water.[1, 3]
D 16-20% Treat coffin/grave/cremation site (etc) with holy water.[1]
E 21-25% Exposure to direct sunlight, 1-4 turns.[7]
F 26-30% Immerse vampire in running water, 1-4 rounds.[3]
G 31-33% Deprive of water, 1-6 turns.[4]
H 34-45% Stake through heart.[2, 5]
J 46-50% Stake through head.[2, 5]
K 51-58% Decapitation, sew holy wafer into mouth.[2, 5]
L 59-62% Incinerate.[2]
M 63-70% Decapitate, incinerate brain.[2]
N 71-72% Decapitate with silver knife.[2, 5]
P 73-75% Cold iron sword through heart.[2, 5, 6]
Q 76-80% Blessed sword through heart.[2, 5]
R 81-83% Freeze body then smash with mallets.[2]
S 84-85% Pierce eyes with silver spikes.[2, 5]
T 86-88% Decapitate, put garlic in mouth.[2, 5]
U 89-90% Hang/strangle with silk rope.[2]
V 91-92% Blood group incompatibility.
W 93-00% Other.

Notes: 1. Affects vampire on return to grave. 2. Affects vampire if first reduced to zero hit points. 3. Will not affect vampires of aquatic origin. 4. Only affects vampires of aquatic origin. 5. Reversible. 6. Cold iron is non-magical and not treated in any way. 7. Will not affect vampires primarily living outdoors (eg vampiric centaurs).

In any given area it is probable that most vampires will have similar powers, although the lesser vampires of a group will have more vulnerabilities than their seniors and the seniors have more powers, attacks, and defence modes. Most variations other than those of seniority occur when a vampire attacks a member of another race, with the probability of variation as follows:

01-20% No variation
21-40% Special attacks
41-60% Special defences
61-70% Special powers
71-80% Vulnerabilities
81-95% Death modes
96-00% Two of above

The hierarchical structure of an areas vampire community will thus consist of a senior vampire (eg Age band F) plus two or more relatively old vampires (eg Age band C, D) and some 'younger' recruits. If all are of the same base race the younger vampires will all share the death modes and vulnerabilities of the senior, but exhibit additional death modes and vulnerabilities and have fewer special attacks, defences, and powers.

In order to systemise the acquisition of data on this topic, and aid in the production of a more definitive study of these creatures, the following Vampire Characteristics Profile (VCP) is suggested:

K, F, E, CF/EJK/DGH, 2, CKLN, FKLR, 36 hits, NE, Special power H = Plant Control.

In this hypothetical example the vampire was formerly a centaur (K), female (F), and has been a vampire for more than 50 years (E). It has two attack modes (C = Touch causes bleeding, F = *Charm)*, three defences (E = Trollish regeneration, J = Immunity to paralysis, poison, K = reduced damage from cold & electricity), and three special powers (D = *Invisibility*, G = *Teleport*, H = Other [plant control]). It has two contagion modes, normal for its age. The creature is vulnerable to four attacks or objects (C = Holy water, K = Crossing water, L = Cannot enter buildings, N = Silver) and can be killed in any of four ways (F = Running water, K = Decapitation & holy water, L = Incineration, R = Freezing & smashing). The final notations are, of course, hit points, alignment, and a note on the creature's special power.

If data can be accumulated by this scheme we feel sure that there will be a rapid growth of knowledge in this difficult area, making it more likely that improved methods of vampire control will be found.

Author's Note: At the request of the heirs of my co-author this paper is to be published under my name alone. I would like to take this opportunity of thanking all those who sent buds of garlic, stakes, and crucifixes to the funeral and to assure them that these gifts were gratefully received
—M L Rowland

The City in the Swamp

An AD&D Scenario for a Party of 5th-7th Level Characters

by Graeme Davis

DM's Introduction

It all started when a grey slaad [*Fiend Folio*] was sent to eliminate an Emperor who was doing a little too well at the subjugation and organisation routine, and thereby creating a lot of lawful ground, (half a continent to be precise). The slaad bungled it, and only just managed to get away by going ethereal at the last moment. The Emperor went on from strength to strength, and eventually a death slaad [*FF*] was sent out and did the job properly.

While it's in the neighbourhood, the death slaad has decided to do something about its grey cousin, who hasn't been seen since. The grey has come to rest among a tribe of *ghralthi* (see below) inhabiting a prehuman complex in a swamp, a long, long way away from the Emperor. It had little trouble in being hailed as a divinity, and thereby acquired a tribe of fanatical followers, and although slaadi are chaotic and ghralthi are lawful, the grey had no objections to being a god. He has kept a low profile so far, but the ghralthi are now undoubted masters of the swamp, and raids on nearby human outposts have increased. The ghralthi can only with difficulty be restrained from an outright jihad, but they do as they are told most of the time. Orders have been given that anything in ghralthi or humanoid shape found in the swamp is to be brought before the slaad, alive if it kills four or more ghralthi, dead otherwise.

Player's Introduction

The party is approached by a tall, slim stranger, dressed entirely in black with a longsword slung at each hip and a third on his back whilst they are staying in the Toadmarsh Tavern. He has the calm but alert appearance of an experienced adventurer, and asks the party if they would be interested in joining him in a planned sortie into the swamp. He will give his name as Kraalgor; not a local name or indeed one that the party will be able to place to any geographical region, and if any enquiries are made as to his profession he will reply simply 'I do whatever it pleases me to do at the time'. If any enquiries are made in the town about him, they will reveal that he arrived a couple of days before the party, and appears to be very wealthy, but nothing more is known of him. He will offer 5,000gp in gems in advance to each character who agrees to accompany him, and 20,000gp on return to each survivor, plus anything they find in the swamp or the city. He will say his reasons for entering the swamp are 'strictly private'.

Balgo's Ferry (see Map 1) is a very small, somewhat isolated frontier village on the edge of the huge swamp Fliuchtir Mhor. It provides basic market facilities for the small number of outlying farmsteads, trading the produce of their fishing, trapping

and small-scale wet-farming activities for other necessities obtained from the distant provincial town of Cairthalon.

Whispers are beginning to find their way through the grapevine of sellswords and soldiers of fortune that something is amiss at Balgo's Ferry; contact has been lost for longer than usual with some of the outlying homesteads, and owing to the season this cannot be attributed to the usual causes of floods or swamp fever. Ancient chronicles are suddenly remembered as making vague mention of some undefined evil in the heart of Fliuchtir Mhor, but even those sages who understand the Old High tongue can gain no further information from these mouldering texts.

Adventurers, ever alert to rumour, are beginning to arrive at Balgo's Ferry, even before it has been seen fit to make report to the distant Lord Warden of the Northern Marches. Almost as the first of these arrived, one of the local trappers struggled into the village with a huge, festering wound of which he died shortly thereafter, babbling in his last moments of toad-headed swamp devils and a ruined city rising from the swamp. No ruins have ever been found within the ten to twelve mile radius of normal farming and trapping activity, and the locals seem inclined to attribute his death to bandits and his babbling to delirium caused by the infection of his wound. Openly, though, they welcome the prospect of a gold-rush of wealthy adventurers, and prices for supplies and the little accommodation which the village ale-house can offer have practically doubled overnight. Tall tales are being told to any who care to listen, growing more colourful and self-contradictory in direct proportion to the amount of ale consumed by the teller.

DM's Notes

Kraalgor is the death slaad, *shapechanged* into human form. He has 102HP and the following equipment: *Sword of Wounding, Sword of Life Stealing, Dancing Sword* — will dance for 10 rounds, otherwise as *DMG. Wand of Magic Missiles* — 100 charges, *Ring of Shooting Stars*, gems to the value of 250,000gp. Psionics, if used, may be determined by the individual DM.

Kraalgor is only interested in finding and killing the grey slaad, and intends to use the party as a diversion. He has scouted the swamp etherially, and found the city, but does not know any safe routes through the swamp. As soon as the party comes within sight of the city, he will offer to scout ahead *invisibly*, turn etherial and wait for a chance to kill the grey slaad while it is preoccupied with the party's arrival and return to his own plane. Any surviving characters trying to return to Balgo's Ferry will have the normal chance of becoming lost whilst following the difficult swamp trail without Kraalgor to lead them (unless some kind of precaution has been taken in placing landmarks).

The Swamp

The city lies about half a day's travel from the edge of the swamp. *In the swamp and the outer city, water is about 2ft deep.* Kraalgor knows the way, so that the party will not become lost, but whilst in the swamp and the outer city, encounters should be diced for twice per turn, using the following tables. Roll 1d6; 1-4: encounter, 5-6: hazard.

Encounters

01-50	Hunting band of 1-12 ghralthi, with a warleader and 1-2 giant toads.
51-55	Giant water beetle, 1-12
56-60	Giant centipede, 2-24
61-65	Crocodile, 3-24
66-67	Giant crocodile, 2-12
68-70	Giant frog, 2-24
71-75	Giant leech, 4-16
76-80	Giant lizard, 2-12 (descendants of the original race's riding beasts)
81	Lizardman, 5-20
82-83	Ochre Jelly, 1-3
84	Otyugh, 1
85-87	Shambling mound, 1-3
88-90	Giant slug, 1
91	Poisonous snake, 1-3
92	Giant constrictor snake, 1-2
93	Giant poisonous snake, 1-6
94-95	Giant water spider, 1-10
96-97	Will o' the wisp, 1
98	Spinescale [*WD2*]
99	Creeper [*WD20*]
00	Water Leeper [*WD20*]

Hazards

01-40 Tangled undergrowth underwater, save vs Dex or trip.
41-65 Sudden deep hole (4-9ft)
66-70 Quicksand
71-75 Foliage with poisonous thorns save vs wands at -AC or be hit, save vs poison or area hit is inflamed and unusable for 2-12 hours.
76-90 Impenetrable foliage, detour for 1-4 turns.
91-95 Hostile insects — treat as *insect plague.*
96-00 Water deepens 1-4 feet in 1-10ft travel.

GHRALTHI

No Appearing:	20-400
Armour Class:	4
Movement:	12"
Hit Dice:	3+3
% in lair:	30%
Treasure:	Individuals Q, in lair H+Z
Attack:	2 claws for 1-6 or by weapon
Alignment:	Lawful evil
Magic Resistance:	Standard
Intelligence:	Low

The ghralthi are a race of toadlike humanoids, commonly inhabiting swamps and other dank, moist places. In all but the most extensive swamps there will only be one tribe of ghralthi; two or more tribes within reach of each other will invariably fight for dominance unless united under a strong leader. They regard lizardmen and all other intelligent swamp beings with an almost obsessive hatred, and will always attack unless outnumbered by more than three to one.

Ghralthi are fully amphibious, and in a swamp can track as a ranger and Hide in Shadows/foliage and Move Silently as a 2nd level thief.

A ghralthi hunting party will only use an outright attack as a last resort, preferring to lure or drive quarry into quicksands or other traps. A ghralthi lair will frequently be a deserted and ruined city, temple or other complex in a swamp area, and the strange architecture of such places led to speculations that the ghralthi may be the degenerate remains of an advanced prehuman culture, clinging to the old centres but with little understanding of their meaning.

For every 20 ghralthi encountered, there will be a warleader with 5 hit dice; for every 50, there will be a chieftain with 7 hit dice, and a bodyguard of 1-6 ghralthi with 4 hit dice. There is also a 1% chance per individual encountered of the band being accompanied by a tribal shaman of level 1-4.

If ghralthi are encountered in their lair, numbers should be doubled, and the following additional figures will appear: 1 chief with 9 hit dice; a bodyguard with 10 warleaders; the tribal high priest, of level 3-8; 1-10 acolytes of level 1-4. In addition to these, there will be females (HD 2+2) equal to the number of males.

A ghralthi lair will commonly have 5-30 giant toads as guards and hunting animals, 10% of which will be of the poisonous variety.

At the centre of the lair will be the tribal spawning tanks, normally four in number, three of which contain spawn in various stages of development, the fourth containing tadpoles equal to 30% of the number of ghralthi. There will be no juveniles as such, since the tadpoles metamorphose directly into adults of full strength. The spawning tanks will be defended at all costs, and ghralthi fighting to defend the tanks will do so at +1 to hit and damage.

A group of ghralthi will normally have the following armament: Unarmed: 10%; net and club: 5%; 2 spears and dagger: 65%; sword, spear, and dagger: 20%. Spears may (10%) be coated with a poison distilled from swamp plants, which will be effective for three blows per application. Ghralthi are immune to this poison.

Leader-types are normally armed with a broadsword, a short stabbing spear, and a dagger, and may (10% x HD) be equipped with old and ill-maintained splint armour of an alien pattern, which with their tough hides will give them AC3. This armour is clearly made specifically for creatures of the same build as ghralthi, and will not fit any other race. The distribution of equipment and treasure amongst the members of the tribe is on a simple me-strongest basis.

The religion of the ghralthi seems to be based on a form of ancestor-worship, the object of veneration generally being the image of an unusually large and powerful ghralthi; some observers have suggested an ancestral spirit-home concept to explain their preference for ruined prehuman cities, but little is known of the beliefs embodied in their religion.

Ghralthi appear as toads modified by evolution to walk erect; they are 6ft tall, weighing between 200-250 pounds, and skin colour is a dull greenish-brown. Tribal colours, worn on garments, etc are dull greens, browns and brownish greys, often so similar as to be indistinguishable to any save ghralthi. These colours are the only form of heraldry or symbolism known to exist among the ghralthi. They speak their own language and no other.

The City, Map 2

The city (see Map 2) was once situated on an area of high ground rising out of the swamp, but only the citadel is now dry.

Area A. The old artisans' quarter, now sealed off with a barricade by the ghralthi, who found too many things they did not understand. The barricade is made of brushwood covered in mud and set with pointed stakes on both sides.

Area B. Old animal pens, now completely deserted.

Area C. The gateway, only partially ruined. The guardhouses to either side are now roofless, and the massive bronze gates are jammed open.

Area D. The temple of the original inhabitants, now sealed off with another barricade.

The citadel is the only area occupied; it was once covered by a dome, which survives in places. The architecture is strange and alien, designed to give the impression from the inside of being in a cave. Possibly the ancestral ghralthi who built the city were originally cave-dwellers or evolved underground. All walls have a covering of 1-2ft of mud, which is renewed at the end of every rainy season and into which various sigils and symbols are set by the ghralthi, but beneath the mud the structures were originally carved by some means out of the living obsidian of the rock on which the citadel stands.

The Citadel, Map 3

There are a series of underwater tunnels connecting several of the buildings of the citadel, used by the ghralthi in emergencies. The pools in which these tunnels terminate have been marked on the plan.

1. Main Gate. Guardhouses a & b are constantly manned by six ghralthi warriors and a warleader. The guardhouses are equipped with arrowslits to provide a crossfire in the gateway area. As with city gates, the huge bronze doors have jammed open, and the gateway is blocked by a barricade with a series of removable poles. Each guardroom has an exit pool with tunnel access to 3 and 9.

Guardhouse a. 3 warriors, AC4, HP15, 15, 20; weapons: shortbow, dagger. Warleader, AC3, HD5, HP31; weapons: sword, spear, dagger.

Guardhouse b. 3 warriors, AC4, HP22, 19, 21; weapons: shortbow, dagger. Messenger (female) AC4, HD2+2, HP10; weapons: nil. The messenger will take the tunnel to 9 to raise the alarm when intruders are spotted. Each guardroom has a pile of nets, sacks and ropes for binding captives. ▶

Peat Swamp of Fliuchtir Mhor
CITY IN THE SWAMP
Citadel
SCALE: 1 HEX = 20FT
A
B
C
D
Map 2: General Plan
Map 1
KEY
SWAMP TRAIL
ROUGH TRAIL
SWAMP
RIVER
WILDERNESS
SCALE 1 HEX = 1 MILE
RIVER FLIUCHTIR
BALGO'S FERRY
CAIR THALON 150M
Northern Marches
SCALE: 1 SQUARE = 10FT
KEY
ARROWSLIT
BARRICADE
STATUE
HEARTH
ACCESS POOL FOR UNDERGROUND TUNNEL
TANK
ALTAR
MUD-COVERED WALLS
SECRET DOOR
FOUNTAIN
TRACK
Map 3: Citadel

2. Toad Corral. A pile-built wood and earth bridge crosses the contained swamp area where the tribe keeps its hunting toads. The toads have been trained to attack anything crossing the bridge which is not ghralthi or accompanied by ghralthi. 21 giant toads, AC6, HD2+4, HP13, 10, 7, 12, 11, 11, 19, 14, 16, 14, 17, 18, 10, 11, 11, 13, 11, 9, 11, 7, 18, 15, 2 poisonous toads, AC7, HD2, HP9, 15.

3. Main Living Quarters. All warriors and females not encountered elsewhere will be in here. The access pool leads to 9, and may be used by warriors only.

4. Audience Chamber. On one side is a raised plinth constructed to appear as a natural ledge in a cave. 2-16 warriors and 1-4 guards will be on duty here, and there is a 10% chance that the slaad will be here with a full bodyguard, unless already encountered elsewhere, hearing some dispute or holding council with the high priest and warleaders. 4a is the old robing and preparation room, with tunnel access to 10 and 12.

5. Spring Room. A fountain rises here, with a valve controlling the flow of water into 6 and past 7 into the swamp. The fountain pool is flanked by a pair of statues representing members of the race from which the ghralthi degenerated. The spring is the only source of fresh water in the citadel, and is vital for the maintenance of the spawning tanks; it is considered a divine gift. 16 warriors and a warleader will be on guard here at all times. Warriors, AC4, HP11, 12, 20, 22, 21, 22, 17, 24, 17, 13, 17, 26, 20, 18, 24, 14; weapons: 2 spears, dagger. Warleader, AC3, HD5, HP33; weapons: sword, spear, dagger.

6. Spawning Tanks. The water coming in through floor channels from 5 runs into the collecting tank a, which has an overflow system feeding the spawning tanks b-e. Water is tapped from the bottom of the spawning tanks via another overflow system and channelled into the swamp. Tanks b-d contain spawn in various stages of development, and tank e contains 547 tadpoles, which are fed once per day on raw meat. 20 warriors under a chieftain are on guard here at all times, and there is a 10% chance that the slaad will be in here with full bodyguard supervising the feeding, unless previously encountered elsewhere. Warriors, AC4, HP13, 20, 21, 13, 23, 23, 17, 18, 21, 12, 16, 16, 13, 19, 21, 15, 14, 15, 13, 19; weapons: 2 spears, dagger. Chieftain, AC3, HD7, HP41; weapons: sword, 2 spears, dagger.

7. Guardrooms. These protect the weak point where the water from the spring flows out of the citadel. Each guardroom is occupied by 10 warriors and a warleader, with a messenger in 7a. The access pools lead to 3 and 9.

7a. Guardroom. Warriors, AC4, HP16, 15, 18, 14, 16, 20, 13, 20, 17, 13; weapons: shortbow, dagger. Warleader, AC3, HD5, HP30; weapons, sword, spear, dagger. Messenger, female, AC4, HD2+2, HP16; weapons: nil.

7b. Guardroom. Warriors, AC4, HP15, 17, 13, 19, 14, 20, 13, 19, 13, 17; weapons: shortbow, dagger. Warleader, AC3, HD5, HP32; weapons: sword, spear, dagger.

7c is an armoury, containing 400 spears and 250 arrows, with a supply of swamp venom sufficient to treat about half of them.

8. Kitchens. The kitchens are now disused, as the ghralthi eat raw meat and do not understand their function. There are two large open hearths, and an empty storeroom at 8a. The kitchens are now used as a holding area for prisoners and others awaiting audience with the slaad, and there is a 10% chance that 1-10 warriors will be holding 1-4 captives in here.

9. Warleaders' Accommodation. All warleaders and chieftains not encountered elsewhere will be in here unless the alarm has been raised. The access pool leads to 1, 3 and 7.

10. Bodyguard's Accommodation. Unless encountered elsewhere, the slaad's bodyguard will be here. The access pool leads to 1, 3 and 7.

10b is a storeroom containing 12 swords and 3 suits of ghralthi splint mail.

10a is the slaad's office and minor conference room, with tunnel access to 12 and 4a.

11. Cells and Torture Chamber. Any prisoners in whom the slaad is interested will be here, awaiting or undergoing questioning. There will be 1-4 prisoners, who should be generated on the encountered characters tables of the *DMG*, guarded by 1-6 warriors under a warleader. There are no cells as such, prisoners being stripped and bound and held at one end of the chamber.

12. Slaad's Quarters. The slaad will be here, unless previously encountered or unless the alarm has been given. The access pool leads to 10a and 4a. A chest in the room contains the tribe's treasure; 40,000gp, and 25,000gp in gems, along with *Potions of Healing* and *Polymorph Self*. If the alarm has not been raised, there is a 15% chance that the swords from the slaad's field kit will also be here.

13. Priests' Quarters. The high priest will be in c unless previously encountered or unless the alarm has been raised, and the three chief priests in b. The remaining acolytes will be in a. The access pool in a & b lead to 14.

14. Hall of Fame. Now used as a temple for the ghralthi ancestor-cult, this chamber is lined with statues similar to those in 5. There is a particularly massive statue at the eastern end, in front of which a large, flat stone has been set up as an altar. The large pool at the northern end is a sinkhole down into the marsh, which is used for the ritual disposal of the dead. The access pool at the western end leads to 13a and 13b. There is a 15% chance, if the alarm has not been raised, that a service will be in progress, with the slaad and his bodyguard, all priests, warleaders and chieftains, and 5-50 warriors in attendance, unless previously encountered.

15. Library. This area is barricaded off, with ten *fire glyphs* (12pts each) along the length of the barricade. The area used to be occupied by the court magician of those who built the city. 10-200 manuscripts will still be intact, all written in the long-dead language of the city's builders and requiring a *read languages* spell or ability to decipher. The manuscripts include a *Book of Vile Darkness*, a *Manual of Puissant Skill at Arms*, a *Tome of Understanding*, and 1-10 clerical scrolls, all written in the forgotten language.

16. Laboratory. The wall to 15 is extremely solid, and is buttressed on the northern side to contain any explosions and direct their force southwards out of the citadel. The southern wall is cracked in several places. The door is of solid iron, flanged against the north wall so that it is virtually impossible to force outward.

The room contains a great deal of laboratory equipment of alien design and uncertain use, most of which is broken. In a sealed cupboard against the west wall are four bottles of *Potion of Reptile Control*, and one of *Protection from Fire*.

Citadel Encounters

Roll twice per turn, 1 or 2 on d6 indicates an encounter.

1-10	Patrol of 2-20 warriors and a warleader (70%) or chieftain (30%).
11-15	2-12 females
16-18	1-6 priests
19-20	The slaad and bodyguard

The Ghralthi Tribe

Warriors – 450; warleaders (5 HD) – 25; chieftains (7 HD) – 10; slaad's bodyguard (4 HD) – 35; high priest (Level 6) – 1; chief priests (Level 4) – 3; acolytes: (Level 2) – 5; (Level 1) – 2; females – 535; giant toads; normal – 21, poisonous – 2

Gorgramec, the Grey Slaad

Gorgramec has attributes and abilities as detailed in the *Fiend Folio*. He has 66HP and the following field kit: *Longsword +3, longsword +1, Ring of Shooting Stars, Dagger of Assassination* – when attacking with surprise, the wielder strikes with the assassination probability of a 12th level assassin; otherwise a normal *+2 Dagger*. Psionics, if used, may be determined by the individual DM.

Gorgramec is expecting trouble after his failure to assassinate the Emperor, hence his orders to the ghralthi concerning captives. He has taken advantage of the lawful nature of the ghralthi to provide an early warning system for him, and if the alarm is raised he will go to the fountain room for a last stand. The ghralthi will fight to the death in his defence, as they see him as divine. ■

Dear *WD*,

Congratulations on issue 35, the best so far. The Necromancer is, without doubt, the best character class *WD* has conjured and neatly fills the puzzling hole in *AD&D* concerning the origins and control of the undead. I was, however, surprised at *Lashing Out* to see the class restrictions on whips. I see no reason why a thief should not be able to wield a whip, after all at 40gp weight it can hardly be called too bulky. Thieves should not be able to specialise, having better things to do with their time. On the subject of weapons I would like to raise the point of the inadequate damage inflicted by crossbows in *AD&D*. The armour class modifiers do not compensate for a weapon which was banned by the church in the Middle Ages when knights protested about the wounds it inflicted. I consider raising the damage for light crossbows to 1-6 and for heavy crossbows to 2-7/2-9 to be not unwarranted. If crossbows are as scarce as they should be, this does not severely imbalance the campaign.

Yours,
Jonathan Rowe, Scotland.

Dear *WD*,

I am writing to point out what seems to be a problem with infravision which would make it of no practical use to any life form.

This problem is encountered with today's infra-red cameras; they have to be thoroughly cooled so that the camera's own heat does not interfere with the picture. Unfortunately most creatures with infravision are warm and so their body heat would interfere with their sight, 'fogging' it beyond useful recognition. Biologically, there can be no way of solving the problem, though DMs can of course use the rather weak excuse 'it's magic'.

If it is allowed then DMs should bear another point in mind; any major heat source of high intensity (such as a *fireball*) could cause blindness to infravision using creatures (though normal vision would remain unaffected).

Yours,
Tim Stickland, Norwich.

Dear *WD*,

I noted with interest the suggestions put forward by Andrew Brice [*RuneRites, WD35*] concerning Shuriken. In *Wyrm's Footnotes 14* Greg Stafford described the dragonewts and their way of life; included in this description were details on the throwing weapons they used — 'samarins' and 'chokins'. The relevant paragraph follows:

> 'Samarins and Chokin — these are small thrown weapons which can be easily concealed in the hand. Any number up to 5 can be thrown at one time, but each thrown after the first subtracts 10% from the chance to hit. Both samarins and chokins do 1d4+1 points of damage, and they can impale. Samarins resemble terrestrial shuriken and chokins resemble darts'.

It looks as if 5 shuriken/samarins make up one ENC point. Apart from this I though that Andrew Brice's description of caltrops and shuriken were excellent — my player characters are now going to watch their feet and the ground ahead of them much more closely!

On iron — whilst I agree that iron should be at least 10 times the price of bronze, an interesting point is that a newly-ordained priest in my own campaign happily paid 1,200 Lunars for an iron bastard sword!

Happily yours,
Tim Moyse, Poole.

Dear *WD*,

Everywhere I look in your magazine I see *D&D* mentioned; new *D&D* monsters, new *D&D* magic items, *D&D* in space!!? Occasionally you do have a *RuneQuest* scenario but not as often as a *D&D* one. Why don't you include scenarios or adventures for other systems like *C&S*, which in my opinion outclasses any other system I've tried.

Only once have I seen an adventure for *T&T* or *C&S* and never for the *Fantasy Trip* etc. Why do you neglect these other systems? You claim to be the Fantasy and Science Fiction games magazine, but you seem to concentrate on *Traveller* and *D&D*. Why can't you help the DMs of other systems who have to go to a lot of trouble converting your scenarios to their systems or they have to create large numbers of their own scenarios, which is probably better but it does take a long time to do.

Yours hopefully,
Pete Thane, East Yorkshire.

— As a magazine we reflect the wishes of our readership. What they want to see we publish. That's why we'll only rarely publish fringe RPG articles, and then only the most popular ones. —Ed

Dear *WD*,

I think it is fairly well-known that I welcome what might be called non-official additions to and extensions of the *AD&D* rules, if the motivation is to give individual groups of players additional enjoyment and fun from their gaming. I have to say, however, apropos *White Dwarf 35* that I found Lew Pulsipher's new character class, the Necromancer, most distasteful, bearing in mind his many and varied excellent contributions to the art of enjoying fantasy gaming in the past, but here I think he has strayed from his normal sensible line. The whole emphasis of the game rests on the triumph of good over evil and to introduce a character class which is, by definition, evil seems to me quite contrary to the concept of the game itself.

The Necromancer should, at most, be a non-player character. I cannot, in my wildest dreams, imagine a party of characters including one of these. It is just as well that Lew describes the Necromancer as 'a loner' — a person of this description would find it extremely difficult to persuade anyone to accompany him.

Yours sincerely,
Don Turnbull, TSR, Cambridge.

— To be fair to Lew, he does say in the article that the Necromancer was intended as an NPC class, often the object of quests by paladins etc. —Ed

Dear *WD*,

I have one or two minor criticisms. Why is it that you insist on publishing these interminable *Guide to Dungeon Mastering* articles, and *Introduction to Dungeons & Dragons* tracts. These articles tell no-one anything of any use or value and I can only assume one of two things. Either Mr Pulsipher is incapable of writing anything really constructive or you are engaged in a desperate attempt to fill up space — in which case your move to monthly issues was a grave error. Another example of this stream of tiresome drivel is the regular *Starbase* page in issue 35. This issue's article was very funny, but if I want to read something by Douglas Adams surely I will find it in *Life, the Universe, and Everything* not in a diluted form that, I assume, occupies space that could be used in a better way. Please, please, could we have some decent *Traveller* and not Bob McWilliams' attempts at pseudo-Adams humour.

Despite these manifest criticisms, I must offer congratulations to Paul Vernon for his *Embertrees* scenario and to Marcus Rowland for *Green Horizon*. The latter is, in my estimation, the most interesting, original, and imaginative scenario in years. I hope that we will see many more like it in future.

Yours faithfully,
William Preston, Crawley.

D&D Scenarios

Ideas for Adventures by Lewis Pulsipher

The standard *Dungeons & Dragons* scenario is an adventure in a tunnel/cave complex, hunting for gold to steal and monsters to kill. The more sophisticated campaigns offer an entire world – wilderness, cities and countries, seas, etc – with the ultimate object virtually unchanged. But there are many interesting one-session scenarios and unusual ways of playing a campaign some suggestions for which are outined below.

Moria. An excellent scenario to introduce novices to *D&D* is the journey of Tolkein's *Fellowship of the Ring* through Moria. Virtually every *D&D* player or potential player has read *Lord of the Rings,* so they'll have some conception of the capabilities of the individual characters even though they don't know any rules: Aragorn is a tough fighter who can heal, etc (seventh level ranger-paladin); Gandalf has spells (modified eighth level cleric), a magic ring (minor fire spells) and staff (light); Legolas is an archer (fourth level fighter with above customary archery ability), etc. The fellowship entered Moria with virtually no equipment, not even rope, which makes the game much simpler. New players find it easier to grasp the scenario objective – go in one side of Moria and come out the other – than to understand the usual gold- and blood-lust of *D&D.* Since the players aren't coming out the way they went in, a detailed map isn't needed. The referee can draw a simple connectivity diagram on a blank sheet as the adventure progresses. Next issue's scenario will be my adaption of Moria as an adventure for beginning *D&D*ers.

Continuous Adventure. A referee once planned a six level dungeon with only one way out – in the sixth level. His idea was that the same party would pick up the adventure wherever they left off last session, rising in levels as experience was gained, until they got out or died. This doesn't seem practicable, but a more limited version may attract some refs.

Tests and Programmed Adventures. Another form of continuous adventure is a one-man test. A novice character of specified class enters the 'halls' on his own and, he hopes, comes out some hours later and several levels higher. Such things tend, inevitably, to be lotteries at best (when the referee is sympathetic or gives things away), death traps at worst.

A programmed adventure is a solo method first devised for *T&T.* The single character is given a limited number of choices and turns to the specified page and paragraph of the printed booklet to find out what happens. Such things also tend to be lotteries, however, by nature of the limitations on choices.

Another permutation is a dungeon designed for an adventure by just one or two mid-level characters (4th-6th), but otherwise normal. The monsters can't be very tough or numerous, but the adventurer(s) should get full experience because of the risk involved. Magic-using monsters do not belong in such places.

Battle. Traditional wargamers may like this idea. Two players choose forces using some point system and enter a dungeon from different places. While searching for some treasure or treasures, they fight it out with each other and, possibly, with referee-controlled monsters. It's not an easy job for the ref, who must keep the players in separate rooms and go back and forth between them. But the game can be finished in one session, and there is a clear winner and loser, for those who prefer such things.

Monster Chaos. Each player choses an evil or neutral monster and the group then goes on a real-time adventure. (By 'real-time' I mean players are forced to make decisions rapidly in emergencies rather than have time to think.)

Lack of Worldly Knowledge. Some referee's run campaigns that require that players may not read the *D&D* rules. Anyone who does can participate only as a referee. Naturally this makes life difficult, and is hardly realistic – after all, if you live in a world, and can talk to other adventurers (there must be some around) you'll know a lot about how it works. On the other hand, no one could know as much as a player knows after he reads the rules. A good compromise is to forbid consultation of the rules while play progresses, but this merely gives an advantage to those who can memorize large sections of the rulebooks. At any rate, in Virginia the players invented a game called 'Sorcerers and Spoons', based on what they had deduced about the workings of *D&D,* to pass the time when an official referee wasn't available.

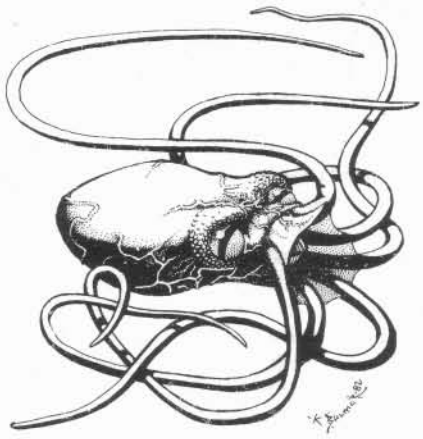
Characters. The referee can supply a ready-made character to each player. Each character includes a detailed background, and some begin higher than first level depending on the background and on the experience and style of the player. If a character dies the player is guaranteed to get a worse replacement – this is to prevent suicides, but deaths are rare.

A more common character modification is the one-class campaign. There are no character classes as such. Each character is able to learn abilities that suit the player's preferences, within limits. Hiding in shadows as a *D&D* first level thief, hand-fighting as a first level monk, casting a *sleep* spell, fighting skill (as represented by extra hits) would all be abilities one could choose. Some abilities exclude the use of others: eg anyone selecting clerical spells would have to vow not to use sharp weapons. Some also require minimum ability scores – a minimum intelligence to cast a spell or minimum dexterity to hand fight, for example. There is much to recommend in this approach but it calls for extensive work and playtesting in orer to devise the abilities schedules.

Postal. Finally there is postal *D&D.* Each player selects a party of adventurers using a point schedule devised by the referee. The player and ref engage in lengthy correspondence to carry on the adventure, but even so the player must write many conditional orders and the referee must employ discretion and initiative. Inevitably, the player has less control of events than in a face-to-face game. Things become even more complicated when one player's party encounters another's. ■

Fiend Factory *is a regular department featuring readers' monsters, edited by Albie Fiore. This issue a . . .*

SPECIES SPECIAL



WEED-DELVERS
by Barney Sloane

	Weed-Delvers	*Octarni*	*Ryll*
No. Appearing:	1–3 (10–60)	1 per 5 weed-delvers	1 per 30 weed-delvers
Armour Class:	5	3/0	6
Movement:	1"//9"	//3"	//3"
Hit Dice:	7d8 + 3	11d8 + 6	15d8 + 9
Treasure:	R	R	As before + U
Attack:	1 bite for 3d4; plus special	6 tentacles for 1d10 each; bite for 4d6; plus special	1 bite for 4d4; plus special
Alignment:	Chaotic neutral	Chaotic neutral	Chaotic neutral
Intelligence:	Average – high	Exceptional	Genius

These creatures comprise the race of the Wet Ones, or weed-delvers, who ruled the seas in eons past. All are scaled, slimy cephalopods. Their eyes betray an unusual intelligence and, as their tentacles attest, they are manually very dextrous. They prefer the warm, hidden waters of coral reefs, or dark recesses of sea caves and underground lakes. They worship the god Pyaray, and for this the ryll get the name 'whisperers'.Their social structure is tyrannical, with the strongest of the ryll ruling over the weed-delvers by use of the octarni backing. Their temples to Pyaray are formed in his image from hollow tubes of weeds and slime. This is what the weed-delvers make and why they are the lower class. The actual colonies they live in are often made of boulders and weed meshed together to form walls, barricades and buildings. Human flesh is well-known and a sought after delicacy, both for food and as sacrifices to Pyaray. Their colonies will be guarded by *charmed* victims (qv) and 3-12 giant octopi or 1-6 giant squids.

Weed-delvers: These creatures have 5' long bodies and six 10' tentacles. They are the lowest social class of the race. In combat, they seek to enmesh their victim in a coccooning embrace. Once all six tentacles have made contact (1 per round), then their gluing slime will be released, which has the same effect as a *web* spell but a saving roll can only be attempted by those with more than average Strength, Intelligence and Dexterity. If a creature escapes the 'webbing', then the weed-delver will attack to kill, biting with its horny beak and then leeching blood at the rate of 1d8 points of damage per round. If it loses more than 75% of its hit points, it will attempt to escape by discharging ink and casting an *obscurement* spell to cover both air and water attacks. Weed-delvers are immune to any physical binding spells such as *web* or *rope of entanglement*, as their slime enables them to escape. They have infravision up to 60' and can sense invisible opponents 50% of the time. If all their tentacles are free, they can propel themselves at 90' per turn for up to 7 turns. They can *charm* any sea creature whose language they can speak (see below).

Octarni: These are the fighting race who enforce the weed-delvers allegiance to the ryll. They have 8' bodies and 15' tentacles. For every 5 weed-delvers, there will be 1 octarni. They have razor-sharp whip-like tentacles with which they can attack. If they strike the victim's neck, the tentacle will cease flailing and strangle the victim for 1-10 points of damage per round. In addition, if the victim is seized by more than 3 tentacles, it will be subject to a horrendous bite that round as well. They can also *charm* any sea creature whose language they can speak. Their slime protects them as it does the weed-delvers, but, as well as *obscurement*, they can use the following spells: *blur, feign death, rock to mud, protection from fire, silence 15' radius,* and *stinking cloud.*

The body of the octarni is heavily armoured: AC3 on tentacles, head and face, and AC0 in all other locations. This limits them to a 30' crawl.

Ryll: The 'Dwellers in the Dark' or 'Whisperers', as they are called, are the most feared of the weed-delver races due to their awesome powers. They are physically the smallest of the races with a 5' shell, which is luminous and looks like mother-of-pearl, and 5' tentacles. Their eyes are large and slightly compound in appearance. They attack physically by use of their great horny beak, but they are most feared because of their adept use of the magic arts. Once per day they can use the following powers, one per round (if they are attacked, they can continue to use magic unless struck in the head):

Detect Law	*Message*	*Stinking Cloud*
Detect Magic	*Dispel Magic*	*Transmute Metal to Wood*
Resist Fire	*Warp Wood*	*Darkness 10' radius*
Rock to Mud	*Slow*	
Emotion	*Tongues*	
Confusion	*Sticks to Snakes*	
Suggestion	*Monster Summoning IV*	
Feign Death		

These creatures will use these powers to try to confuse, frighten and drive away attackers. They will lie terribly to build up an impression of even more power. The *message* spell can be used 8 times per day, and this will generally be used to distort tales about itself and to make attackers unsure. A ryll can also summon 1 octarni telepathically if there is one within a mile. If it is in trouble, it will attempt to bargain and negotiate by displaying wealth, magic and lying all the more. Their slime has the same protective properties as the delvers'. Finally, if the blood of a ryll reaches the slime bindings of the weed-delvers, then it will rot the slime possibly causing a fall of rock or whatever else the colony is made of. There will be 1 ryll for every 30 weed-delvers.

Languages: The languages spoken by the weed-delver races are:

Lizardman	Ixitxachitl	Merman
Triton	Deep one	Aquatic elf
Sahuagin	Kuo-Toa	Vodyanoi
Morkoth	Locathah	Eye of deep

Weed-delvers can speak 5 such languages; octarni 8; and ryll can speak all of them. According to their chance of frequency, there will be a normal number of slaves or guardians of these creatures present in a weed-delver colony, eg an 11% – rare – chance for lizardmen slaves.

CRESTCAT
by Graham Head

No Appearing:	2 – 7
Armour Class:	1 – 4
Movement:	13" – 16"
Hit Dice:	3d8 – 7d8
Treasure:	None
Attack:	Two claws for 1d6 each plus bite for 1d10 (old and ancient bite for 2d6) plus special (see below)
Alignment:	Lawful neutral (with 5% good and 5% evil)
Intelligence:	Exceptional

These extremely rare creatures resemble large tigers in size and shape. Their colouring is a rather dull grey with the exception of a bright purple crest around the neck. However, when the crestcat 'triggers' its marvellous pelt, the fur becomes a near perfect camouflage device. Somewhat similar to the skin of a chameleon in effect,

the crestcat's fur is capable of far finer detail, and can react almost instantaneously to changes in background (for example, as the crestcat moves past a door).

Crestcats are extremely fond of battle; it is every crestcat's dream to die in combat against a worthy opponent while fighting for a great cause. This does not mean to say that they will take stupid or foolhardy risks — they would still rather win a fight than lose one! However, when battlelust is upon them (5% chance per melee round, cumulative) they will never retreat. Often, a crestcat will attach itself to a particularly brave fighter as a companion-at-arms.

If a crestcat hits with both fore-paws in one melee round, it then also gets two rear claw attacks at 1d6+1 each in addition.

Crestcats become much tougher and more skilful as they age:

Age group	*Hit dice*	*Move*	*AC*
Kitten*	1d8	6"	5
Cub*	2d8	10"	4
Adolescent**	3d8	13"	4
Young Adult***	4d8	14"	3
Adult†	5d8	15"	3
Old	6d8	16"	2
Ancient††	7d8	16"	1

Notes:
* Only in lair.
** +20% on battle lust % roll.
*** +10% on battle lust % roll.
† Most common type encountered.
†† -10% on battle lust % roll.

A *see invisible* spell would not see a camouflaged crestcat since it can be seen but it just happens to look exactly like its background. (In low-level campaigns, the DM may deem it visible for creatures with infravision, but otherwise assume it is cold-blooded.) It can be treated as a *Robe of Blending* for sighting chances, with a 5% chance of detection for each hit dice that the viewer has over the cat. There is a base 20% chance of seeing an attacking cat, again modified by the viewer's hit dice as above. So, for example, a 7th level MU has a 5% chance of seeing an old, camouflaged crestcat; 25% if it is fighting. Crestcats become visible if stunned or killed.

Crestcats cannot speak any languages, but can communicate amongst their own kind, and with psionic creatures via telepathy over short distances. Crestcats lair in any terrain, but prefer open grasslands.

Crestcats have an abiding hatred of cowards and sneaks generally (this can be thought to include back-stabbing thieves).

The crestcat was inspired by James H Schmitz's novel Novice.

JAVUKCHARI
by Phil Masters

No Appearing:	**3–12**
Armour Class:	**6**
Movement:	**2"/15"**
Hit Dice:	**1d8 + 1**
Treasure:	**Individuals, nil; lair, E**
Attack:	**2 talons for 1–3 each; or 2 daggers for 1d4 each**
Alignment:	**Lawful neutral**
Intelligence:	**Average**

The javukchari, or vulture-men, are a bird-race, perhaps distantly related to the aarakokra, who occupy cave-eyries high on mountains in remote wilderness areas. They are man-sized, with black plumage, large featherless heads, and long, yellow-skinned legs culminating in flexible talons capable of wielding weapons.

The javukchari have a ghoulish reputation among men, who see them as little better than their cousins, the vultures. In fact, the race is clerical by nature, with high wisdom (2d4 + 10 to determine). Their god, Uk-Thruz-Zu, is said by their clerics to have granted them the bodies of all dead as their right. They therefore claim that it is an honour to be eaten after death by a javukchari.

Any combat in their lands has a 1 in 12 chance per round of attracting 3-12 javukchari who will not intervene but will, afterwards, demand the bodies of all those slain, and who will attack if refused.

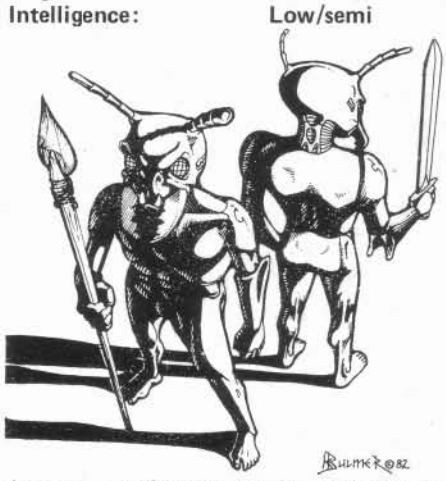
Outside the eyrie, javukchari groups are always accompanied by 1-3 vultures (AC6, attack with 1-3 beak and two talons for 1-2 each; move 1"/15"; 1d6+1 hit dice; animal intelligence) and a 2nd level javukchari cleric. In a lair, numbers are doubled, and additional types are: 3-8 vultures; one 5th level cleric leader; his 4th level assistant; three 1st and three 2nd level cleric acolytes; 5-20 eggs (value 6-36gp each); and 1-4 egg-wardens (see below).

Javukchari clerics have full appropriate hit dice and spells, including bonuses for wisdom (1d6+12 to determine). For doctrinal reasons, they fight with talons only. Egg-wardens are psionic females who fanatically defend the brood. They attack with talons; have 1d8 hit dice; psionic ability 161-180; combat modes D/FGH; and the disciplines Cell Adjustment, Empathy, Hypnosis, Molecular Agitation, Body Control, Energy Control and Telekinesis, all as a cleric, at 6th level mastery.

Javukchari have their own language. Their clerics also speak the common and lawful neutral languages.

ANTMEN
by Huw Roberts

	Soldiers	*Workers*
No Appearing:	**4 – 24**	**10 – 60**
Armour Class:	**4**	**7**
Movement:	**9"**	
Hit Dice:	**2d6 + 1**	**1d8**
Treasure:	**1 – 6 sp**	**1 – 6 sp**
Attack:	**Pincer bite for 1d8 plus poison; or by weapon type**	**Pincer bite for 1d8; or 1d6 claws**
Alignment:	**Lawful neutral/evil**	
Intelligence:	**Low/semi**	



Antmen are found in large, underground communities (1000-6000) often taking over entire dungeon complexes. They are extremely lawful, with no recognition of the individual: the whole community working for the perpetuation of the nest. They are highly efficient, thorough and methodical. Their lack of imagination sometimes makes their actions predictable.

Their appearance is humanoid with ant-like heads and a heavy chitin skin. They have pincer-like mandibles and two claws. The soldiers usually wield a spear and short sword but can attack with their claws if disarmed for 1d4 each. Their bite does poison damage in addition to the normal 1d8 points of damage. The workers attack once with their claws for 1d6 and their non-poisonous bite does 1d6.

Bands of worker antmen are often sent on hunting trips with a soldier escort. Food is subdued (if this requires killing then it is done) and then taken down to the queen ant (a massive but harmless glob of antness) and the eggs. Antmen have little regard for their own lives and will always attack any intruders, sacrificing their lives, if necessary, to save the nest.

Antmen leave a scent on their trail which is recognisable to experienced trackers. ■

RuneRites *is a regular department devoted to* RuneQuest, *edited by Oliver Dickinson. This issue we have an assorted bunch of spells, items and suggestions. First, two new Battle Magic spells and a Rune spell from Richard Case.*

MAGIC QUEST

FARHEAR

Range: *Touch* POW used: *1 point*
Type: *Unfocussed on self, focussed on others, passive, temporal*

This spell was invented by Kendric Swiftblade, a Priest of Orlanth Adventurous, to aid adventurers underground. It enables sound to be heard up to 10 times further away than normal, and also gives the exact direction that a sound comes from. The power can be switched on and off; this is important as loud noise, such as combat nearby, would deafen anyone under this spell for 10 + 1d10 minutes.

VENTRILOQUISM

Range: *80 metres* POW used: *2 points*
Type: *Unfocussed on self, focussed on others, active, temporal*

This spell allows the recipient to speak without moving the mouth and make the sound appear to come from anywhere within a radius of 10m around the speaker. Any *Bargaining* or *Oratory* bonuses may be applied to the speech. This spell can be stacked with any other language spell, such as the Eiritha Rune spell, *speak to beasts.*

POWER MATRIX

Range: *Touch* Cost: *1 POW point*
Stackable Duration: *Permanent*
Availability: *As* matrix creation Not reusable

When cast on an item already containing a matrix, this spell will power that matrix so that POW points need not be expended to cast the spell. It only works for a limited number of spells: *bladesharp, bludgeon, counter-magic, darkwall,* all *detect* spells, *detection blank, dullblade* (only on the matrix itself, which must be a weapon; the purpose would be to weaken a foe's favourite or holy weapon, present him with a weak weapon, weaken one's own weapon if stolen, or to produce an item of trick treasure), *light, lightwall, multimissile, parry* (the Humakti spell), *protection, shimmer, silence, speedart,* also *invisibility* that can only affect the matrix itself and anything encased within it, and *farsee, farhear,* and *ironhand* if the Runes of the matrix are branded into the forehead with the cult Rune metal, or iron if there is no cult Rune metal. This can be cast on an already existing matrix, requiring the successful casting of a *Divine Intervention* and a crystal, as below. Otherwise, a *Divine Intervention* must first be cast, then the matrix created, then *power matrix* cast. To create a powered matrix for a spell involving more than 1 point of Battle Magic, extra points of *power matrix* are needed, 3 for a 2-point spell, 6 for a 3-point spell, 10 for a 4-point spell, etc (in each case, add the number of points of the spell to the total number of a matrix of one less point, thus 2 + 1, 3 + 3, 4 + 6 etc).

In addition, a filled POW-storage crystal of at least 8 points capacity must be placed on the matrix, which will be absorbed into it during the casting of the first *power matrix* spell. Because this crystal is involved, the moment the person who originally filled it dies, the item becomes an ordinary matrix, until someone else attunes it; this does not count as the one crystal a person may be attuned to, but only five powered matrices may be owned at one time. To place an unpowered matrix on the item as well, or a second powered matrix, requires double cost in *matrix creation* and *power matrix* points, also 1 further successful *Divine Intervention* if unpowered, 2 if powered.

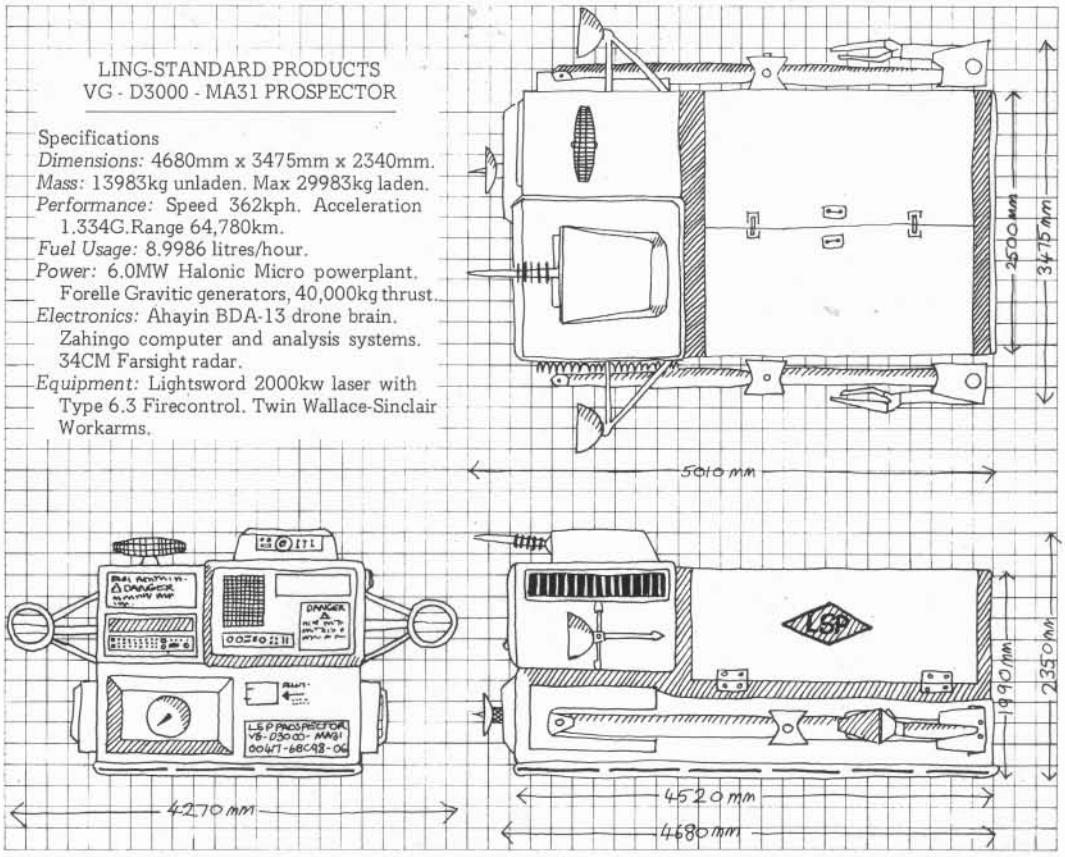
The owner must supply the filled crystal, but the power for the rest need not come from him/her or any single person; like an ordinary matrix, this may take weeks to create. Since it is so expensive in POW, this will be used to produce really valuable magical treasures, often created by groups of priests for the defence of their temple or as gifts to heroes or outstanding Rune Lords and Priests. Richard Case suggests that priests will cast this spell for fellow cult members in return for a service or cash on the scale of 1000L for 1 point, 3000 for 2 points, 6000 for 3 points, etc. So if you want a really special treasure. . .

Further on magical items: Andrew Brice asked in a recent letter whether D&D-*type magical items would fit in a* RQ *milieu. Having only played* D&D *a few times long ago, I had to confess my ignorance. On reflection, he felt that few would fit into the logical* RQ *system unless some explanation such as 'The Gods left it around', 'It's from another plane', or even 'that's a secret' was used. He makes some suggestions worth quoting:* Crystals of Luck *(+10% to any luck roll),* resistance to heat, cold, disease, etc, Crystal Balls *(one would have to decide what these could do), and some items which could have been created by or for a special hero and sound familiar,* Boots of Levitation, Carpet of Flying, Horn of Blasting, Necklace of Strangulation *(a must for Thanatari), and many others on pp 121-69 of the* Dungeon Masters Guide. *I don't see why one or two of these shouldn't be sprinkled about, and it may be that the wizards of western Genertela (to whom there are references in* Cults of Terrror*) have the skills to make them. Finally, a treasure by Simon Basham.*

TRADER'S BOXES

Description: Black boxes made of obsidian or iron (the larger are of iron), with perfectly smooth sides broken only by a single keyhole; no hinge or join for a lid is visible. The keys are made of the same material as the box and often have trick mechanisms to conceal the fact that they are keys.
Cults: Associated – Issaries
Knowledge: Automatic; Few
History: Created by Issaries during Godtime, the boxes held the treasures of the world so that they would not be destroyed. After Godtime Issaries gave them to his followers so that their goods could be safeguarded.
Powers: The boxes are indestructible, and can only be opened with the correct keys. Some have traps which are released if anyone tries to force the box open, eg poisoned needles, guardian spirits, the box becomes intensely hot for 1d6 hours (without damaging contents), etc.
Value: 30,000L and upwards, depending on the size. ■

Starbase *is a regular department edited by Bob McWilliams. This issue we have the winner of the* Striker *Design Competition* WD32.



We have had a good response to this, hence the delay in announcing a winner. Most entries concentrated on vehicles for hostile environments and there ended up being little to choose between several entries; my final decision was based on general design ability, attention to detail and keeping to the overall spirit of Traveller. *The winner is Stephen Tempest's Prospector vehicle, (which appears above). Stephen wins a box of 20* Citadel Traveller *miniatures of his own choice.*

Ling-Standard Products VG-D3000 Drone Vehicle

Originally designed as an asteroid mining craft, this vehicle proved so popular that it was converted to fulfil many different roles. Since it does not require a crew and can be controlled from great distances, it has proved ideal for transporting dangerous cargoes — such as explosives or radioactives — or for entering hazardous areas, to rescue survivors, put out fires, and similar tasks.

Basic Version (cargo carrying)

The vehicle is unmanned and mounts no weaponry.

Height: 2m. *Width:* 2.5m. *Length:* 4.5m. *Total volume:* 22.5m^3. *Weight:* 28.3428 tons. *Price:* Cr2,507,894. *Tech level:* 13. *Control unit:* incorporates radio, computer and mapbox. Cr102,750, 17.1kg, range 50km. *Movement:* Maximum, 600kph; Cruise, 450kph; NOE, 120kph. Agility-7. *Armour:* 10 on all faces. *Target size DMs:* +2 low, no high hits. *Equipment:* TL13 drone brain, power-1; 2 searchlights, image enhancement; computer, TL8 avionics; sealed environment; 2 remote handling arms (weight limit 2 tons each); 16m^3 cargo space.

Power: 4.5 megawatt fusion powerplant consumes 6.75 litres of fuel per hour; fuel capacity is 2430 litres, enough for 360 hours (15 days). Range 162,000km. Grav generators produce 45 tons thrust, giving 1.59G acceleration.

Radioactive Materials Carrier Version

This version is fitted with a damper box, capacity 12m^3, instead of the cargo bay. Price is Cr3,807,894; other statistics as above.

Firefighting Version

Virtually the same vehicle as above, but with a high-pressure hose in place of one of the workarms. Carries 16m^3 of water or other chemical. Costs Cr2,507,494.

Rescue Version

Contains life support for 6 passengers, medical equipment, and an automatic treatment centre. The workarms are designed to be capable of delicate work such as lifting injured people. *Price:* Cr2,669,194. *Weight:* 17.0552 tons. Capable of 2.64G acceleration. *Speed:* Maximum, 1770kph; Cruise 1328kph; NOE 120kph. Agility-18. Range 478,080km.

Asteroid Mining Version

A larger powerplant, taking up room given over to fuel and generators in the other types, provides the power required for a small mining laser.

The vehicle is unmanned. It mounts a pulse laser in a remote turret, with basic (TL6) fire control. Mount adds 0.3m to height. *Price:* Cr2,744,369. *Weight:* 29.9827 tons. *Movement:* Maximum, 360kph; Cruise, 270kph; NOE, 90kph. Agility-4. *Movement effects on fire:* None. *Target size DMs:* +2 low, +0 high. *Extra Equipment:* Radar, power-1000; TL6 direct fire control; stabilization. *Power:* 6MW fusion powerplant, consuming 9 litres of fuel per hour. Fuel capacity is 2160 litres, enough for 240 hours; range 64,800km. Grav generators produce 40 tons thrust, giving an acceleration of 1.3G.

Weapons: The pulse laser has a single lens and an input of 2MW. It engages 1 target, and has a spotting DM of +1. Ranges: Effective: 100(38); Long: 200(38); Extreme: 350(38).

Notes

Many Type J seekers will carry a drone mining vehicle in their air/raft bay; second-hand versions are easily obtainable for around MCr1.5 — MCr2. It is used for extracting and collecting nuggets of ore from the asteroids, a dangerous task which could otherwise only be done by the miners themselves, wearing vacc suits.

Due to their versatility, the LSP drones can be found in many different situations. They serve as exploration craft, in-flight refuelling stations, construction drones, crop sprayers, mobile isolation wards, prison vehicles (since there is no pilot who can be overpowered), and virtually anything else imaginable. One unofficial use is by criminals; especially with improved fire control the mining drone is ideal for large-scale heists and armed robbery, all done in perfect safety and with a much reduced chance of being caught. ■

Treasure Chest *is a regular department devoted to readers' ideas for* D&D, *edited by Jamie Thomson. This issue. . .*

Encumbrance without Tears

The *AD&D* rules concerning encumbrance and its effect on movement are not really clear insofar as how they should be applied, especially where demi-humans are concerned. This is a pity, for when the rules are applied, and players have to think more closely about what they are carrying and where, they add to both the game's skill and enjoyment. Where encumbrance rules are not used players are never faced with choices such as leaving treasure behind vs risking more encounters on the way home, for example, and the more choices they have to make the more room there is for skill.

The figures referring to encumbrance in the *AD&D* books refer to an 'average' man of 6' in height and 175lbs in weight who can carry a maximum of 175lbs and still move. We'll assume that he is of average (10-11) strength and has no weight allowance modification, though if he had this would be added or subtracted to/from his body weight so as to give his maximum weight carriable. If he had 17 strength, for example, with a weight allowance of +500, then he would be able to carry a maximum of (175 + 50)lbs.

Looking at encumbrance in the *PHB* when our Mr Average is carrying 35lbs of gear, or 20% of his maximum, he can move at 12" and can employ any reaction/defensive adjustments (if any) due to dexterity. When carrying 70lbs of gear, or 40% of his maximum weight carriable, he can move at 9" but ceases to be able to employ any dexterity bonuses. When carrying 105lbs, or 60% of his maximum, he can move at 6" but negative reaction/defensive adjustments begin to be made.

If we now look at the *Monster Manual* to find the 'average' dwarf, elf, gnome and hobbit, kit them out with their usual equipment, and compare this with their given movement, then we can fit them onto scales similar to the one above (half-elves and half-orcs being treated as humans). The weight of most things will be the same for all races. With respect to armour and clothes, however, it does not seem fair to say that those of a hobbit will weigh exactly the same as those of a human. Where clothes and armour are concerned, therefore, we'll say that the weight of these for any given character is: (Character Body Weight/Average Human Body Weight) x Weight of human sized item given in *DMG*.

Thus for a hobbit weighing 60lbs (or 600gp) a suit of banded mail would weigh: (600gp/1750gp) x 350gp = 120gp = 12lbs.

The following table shows the encumbrance and related movement speeds for characters and their more usual mounts.

Table 1 — Encumbrance and Movement

Weight Carried Shown As Percentage Of Max Possible	*Humans ½ Elves and ½ Orcs*	*Dwarves and Gnomes*	*Elves*	*Halflings*	*Light Riding Horse*	*Pony*	*Light War Horse*	*Medium War Horse*	*Heavy War Horse*	*Dexterity Adjustments*
20	12"	7"	14"	10"	24"	12"	24"	18"	15"	APPLIED
27	11"	6½"	12"	9"	21"	11"	21"	16½"	14"	APPLIED
34	10"	6"	10½"	8"	19"	10"	19"	15"	12½"	APPLIED
40	9"	5½"	9"	7"	17"	9"	17"	13½"	11"	CEASE TO APPLY
47	8"	5"	7½"	6"	15"	8"	15"	12"	10"	CEASE TO APPLY
54	7"	4½"	6"	5"	13"	7"	13"	10½"	9"	CEASE TO APPLY
60	6"	4"	4½"	4"	11"	6"	11"	9"	7½"	-1
67	5"	3½"	3"	3"	9"	5"	9"	7½"	6"	-1
74	4"	3"	1½"	2½"	7"	4"	7"	6"	5"	-2
80	3"	2½"	1"	2"	5"	3"	5"	4½"	4"	-2
87	2"	2"	½"	1½"	3"	2"	3"	3"	2½"	-3
(Max for elves)										
94	1"	1½"	–	1"	1"	1"	1"	1½"	1"	-3
100	½"	1"	–	½"	½"	½"	½"	¾"	¾"	-4
107	–	½"	–	–	–	–	–	–	–	-5
(Max for dwarves + gnomes)										

NB: Only beneficial dexterity adjustments cease to apply when a character is carrying 40%+ of his maximum. When carrying 60% or more of the maximum weight a character's initiative rolls and AC are worsened by the figure shown in the final column.

To use the above table first calculate how much a character is carrying in gps. Divide this by the maximum weight he can carry (body weight from *DMG* plus strength bonus, if any) and multiply the result by 100 to give a percentage. Find the nearest percentage *below* this figure in the first column of the table, cross reference with the race of the character to determine the speed he can travel, and read off which dexterity adjustments apply in the last column.

For example, suppose we have an elf with 14 strength, 15 dexterity, who weighs 1000gps. He has a strength bonus of +200, so the maximum weight he can carry is (1000 + 200) = 1200gps. The things he is carrying weigh a total of 420gps, which is: 420/1200 x 100 = 35% of his maximum.

The nearest figure below this in column 1 of the table is 34. As an elf his move will be 10½", and his defensive adjustment of -1 will still apply.

An omission in the *AD&D* encumbrance rules occurs where the carrying capacities of the various sacks, pouches, bags etc is concerned. The following table is an attempt to rectify this.

Table 2 — Carrying Capacities

Item	*Encumbrance* Empty	Full	*Capacity*
Purse	1	21	20
Small Pouch	5	105	100
Large Pouch	10	210	200
Small Sack	5	105	100
Large Sack	20	420	400
Backpack	25	525	500
Small Saddlebags	35	735	700
Large Saddlebags	50	1050	1000

NB: Figures are in gps.

When encumbrance rules are employed, a method of noting what a character is carrying at any time which facilitates a close check on encumbrance can be used. One method of doing this appears below, relating to a half-elven fighter/magic user of 16 strength who has a defensive adjustment of -3 (due to 17 dexterity) which he is keen on retaining. The figures refer to weight/encumbrance in gps.

Table 3 — Recording Encumbrance

Celindel, Fighter/Magic User, Male, Half-Elf.
Body Weight — 1180. Max weight carried — 1530.

Clothes & Armour-233
Shirt 30*
Trousers 30*
Tunic 30*
Cap 30*
Belt 30*
Small Helm 45*
Boots 30
Chain Mail 203

Large Sack A-198
Large Sack A 20
3 Days Iron Rtns 33
Wineskin 50
50' Rope 75
Large Sack B 20

Encumbrance: 794 (596)
Move: 8" (10")

Sword Belt-100
Belt 3
Short Sword 35
Quiver 52
Dagger 10

Quiver-52
Quiver 30
10 Arrows 20
1 S Arrow 2

Percentages in gps
20% — 306
40% — 612
60% — 918

Shoulder Belt-213
Belt 3
Large Pouch 210

Large Pouch-210
Pouch 10
Spellbook 200

Carried/Held-248
Short Bow 50
Large Sack A 198

* Not counted when figuring encumbrance. Figures are in gps.

Celindel's encumbrance is calculated by adding the four upper totals, since the ringed totals (for the quiver etc) are already included in those above.

Note that although he is at present moving only at 8" and has no defensive adjustment, simply by dropping his large sack his encumbrance becomes 596, giving him a move of 10" and an armour class three points lower. If he was to carry his supplies and spellbook in a backpack this option would no longer be open to him. ■

POTION OF LYCANTHROPY refreshes the parts that other potions can't reach.

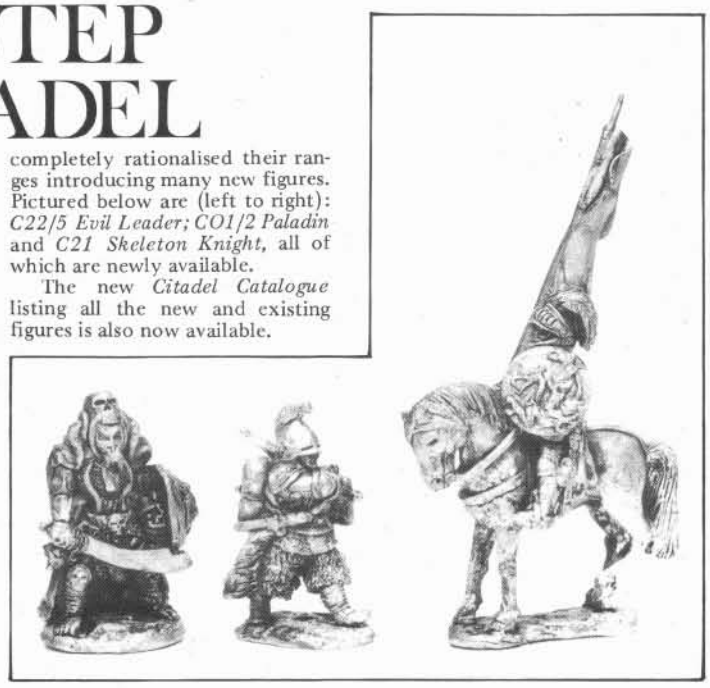
MIDGARDIAN

Do Hobbits kick sand in your face? You need our Manual of Bodily Health

GIANT STEP FOR CITADEL

Following hard on the heels of the massive *Citadel Dragon* comes the *Citadel Giant*, pictured here footless and fancy free. The *Giant* (200mm high) comes supplied with 5 different heads and 3 different right hands to allow the modeller to create his own individual variation. *Citadel* have also completely rationalised their ranges introducing many new figures. Pictured below are (left to right): *C22/5 Evil Leader; CO1/2 Paladin* and *C21 Skeleton Knight*, all of which are newly available.

The new *Citadel Catalogue* listing all the new and existing figures is also now available.



SPOCK ON

The chance to role-play Mr Spock is imminent. *FASA* have obtained from *Paramount* the rights to produce a *Star Trek — the Movie* role-playing game, which is due to beam in at this month's HIA show in Anaheim, California.

FASA have also obtained the rights to produce a role-playing game based on Harry Harrison's *Deathworld* trilogy. This should be available later in the year.

As a back-up to their WWII role-player *Behind Enemy Lines, FASA* have produced the supplement *British Commanders*. This will be available in the UK later this month and should produce some amusement with its special *British* character generation system featuring such novelties as 'titled forebears' and 'a liking for tea'.

WORLDWIDE THREAT

An horrific threat to the world has been unearthed in *Chaosium's* newest product *Shadows of Yog-Sothoth*, the first in a projected line of scenarios for their H. P. Lovecraft role-player *Call of Cthulhu*. The scenario is modestly described as a 'global campaign to save mankind'. Any volunteers?

FIRETOP FOLLOW-UP

Flushed with the success of *Warlock of Firetop Mountain*, a solo fantasy role-playing adventure, *Puffin* have asked the authors, Ian Livingstone and Steve Jackson, to produce follow-ups in this 'fighting fantasy gamebooks' range. The new titles are expected to be released in March. Steve's is *Citadel of Chaos*, and Ian's, *Forest of Doom*.

PENGUIN HELD UP

Penguin Books' new publication *What is Dungeons & Dragons?* suffered an unexpected hold up in production. The book was written by three Eton schoolboys, John Butterfield, Philip Parker and David Honigmann, and describes *Dungeons & Dragons* and the principles of role-playing games for the uninitiated. The hold up came with the title. *Penguin* offered *TSR Hobbies Inc* a royalty, which was not necessary but felt to be an amicable arrangement. *TSR* declined. *Penguin*, after legal consultation, decided to publish anyway, and so the book was slightly delayed but is now on sale.

EXCHANGE RATE CAUSES PRICE RISE OF IMPORTED GOODS

The fall of the pound against the dollar at the end of last year caused a price rise on practically all the imported games. *TSR*, in November, were the first to raise their UK prices. They were closely followed at the start of this year by *Avalon Hill*, and the other US importers. The principal role-playing games to escape the rise were *RuneQuest, Traveller*, and *Tunnels & Trolls*, all of which are produced in the UK under licence.

TIME FOR T2

The much awaited *AD&D Module T2* is a noted absentee from the latest list of *TSR's* up-and-coming releases. There are, however, two new *AD&D Modules, N1: Against the Reptile God* and *U2: Danger at Dunwater*. Also due out shortly are *D&D Module X3: Curse of Xanathon; Star Frontiers Module SF1: Planet of Mystery* and *Boot Hill Module BH3: Bullets and Ballots* — enough to keep most adventurers happy until well into the new year.

Next Issue

What's coming up in your next *White Dwarf:*

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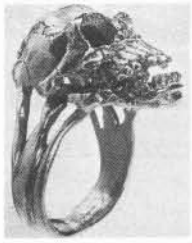

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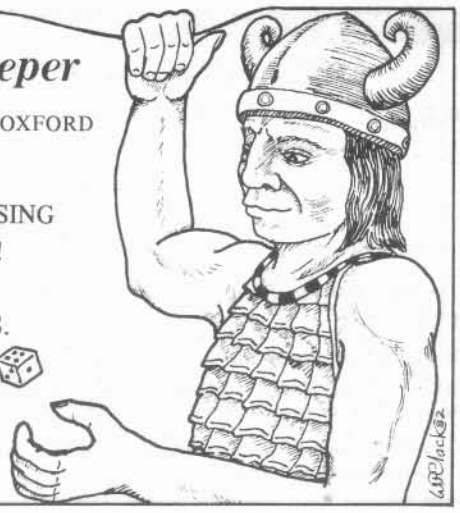

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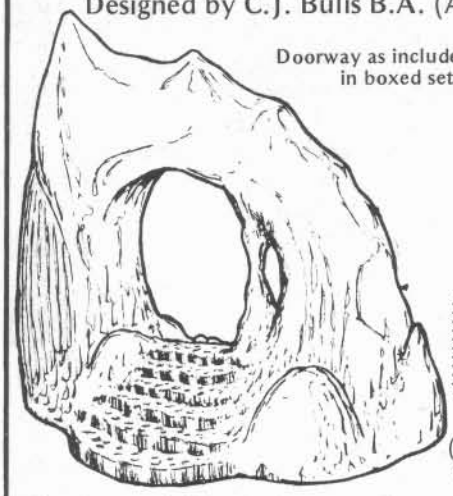

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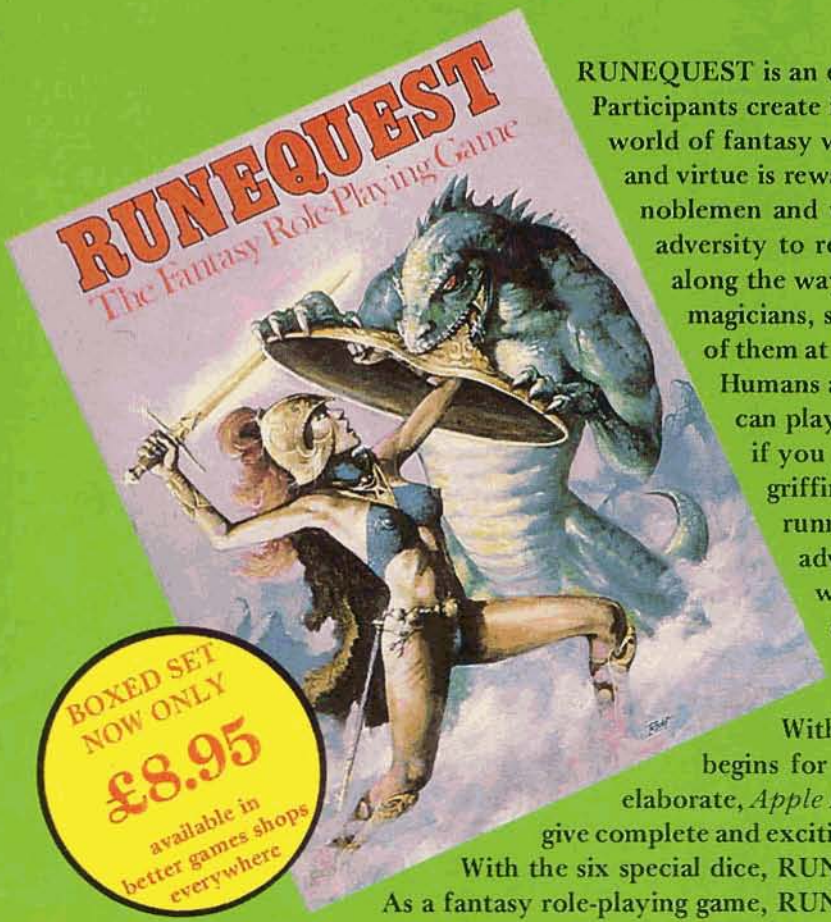

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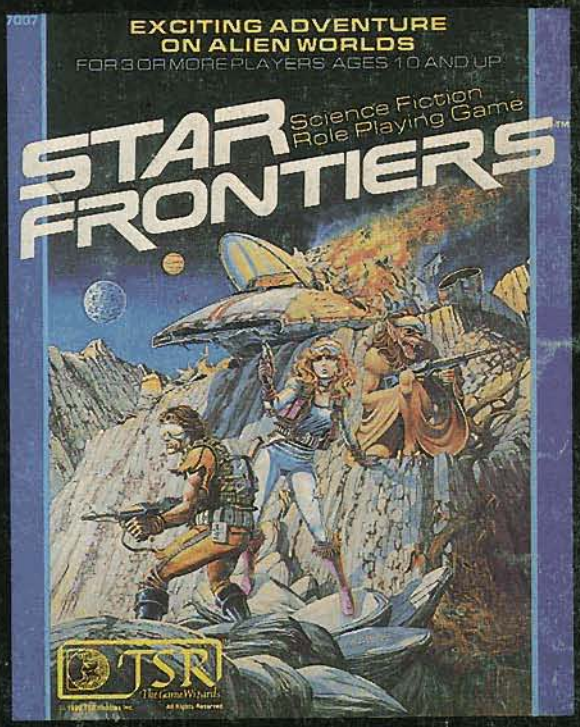

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